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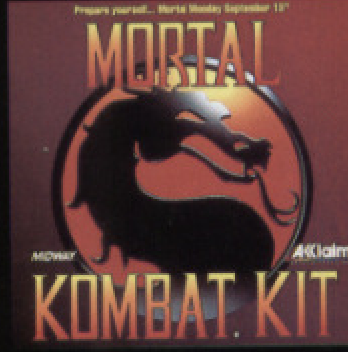
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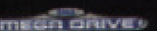
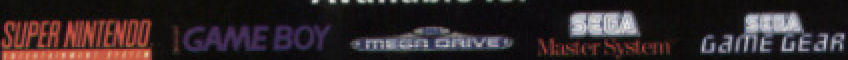


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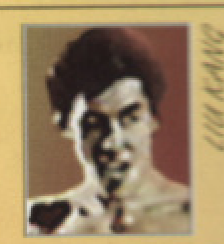


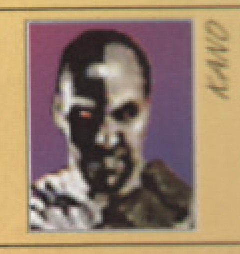
Available for




JOHNNY CAGE


LIU KANG


KANO

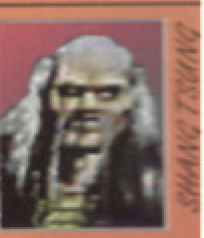

RAYDEN


SUB-ZERO


SCORPION


SONYA BLADE


GORO


SHANG TSUNG

PREPARE YOURSELF!

MORTAL MONDAY: 13 SEPTEMBER 1993

WARRIOR PROFILE | 

| **GAME GEAR™**

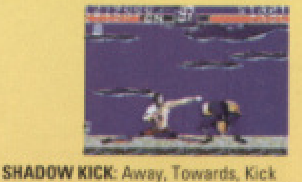
JOHNNY CAGE



REAL NAME: JOHN CARLTON
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

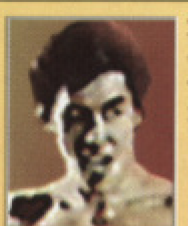
KNOWN RELATIVES: ROBERT CARLTON, FATHER
ROSE CARLTON, MOTHER
REBECCA CARLTON, SISTER
CINDY FORD, WIFE (DIVORCED)
BIRTHPLACE: VENICE, CALIFORNIA
OCCUPATION: ACTOR

STRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability.
WEAKNESSES: If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK.
COMBINATIONS:
•Flip or flip kick, SHADOW KICK
•Jump punch, jump punch, SHADOW KICK



SHADOW KICK: Away, Towards, Kick
FIRE: Away, Towards, Punch
SPLIT PUNCH: Punch + Block
FINISHING MOVE: Towards, Towards, Towards, Punch

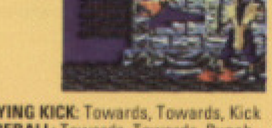
LIU KANG



AGE: 24
HEIGHT: 5'10"
WEIGHT: 185
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: CITIZEN OF THE PEOPLES REPUBLIC OF CHINA

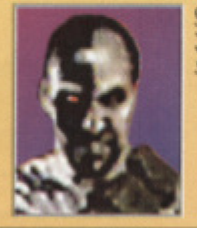
KNOWN RELATIVES:
LEE KANG, FATHER (DECEASED)
LIN KANG, MOTHER (DECEASED)
CHOW KANG, BROTHER (WHEREABOUTS UNKNOWN)
BIRTHPLACE: HONAN PROVINCE, CHINA
OCCUPATION: SHAOLIN MONK, FISHERMAN

STRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits.
WEAKNESSES: Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merely block. When he hits your block, uppercut him. To counteract his FIREBALLS, flip over them and kick Kang as he is recovering.
COMBINATIONS:
•Jump or flip punch or kick, FLYING KICK
•FIREBALL, FLYING KICK.



FLYING KICK: Towards, Towards, Kick
FIREBALL: Towards, Towards, Punch
FINISHING MOVE: Roll Towards, Down, Away, Up, Towards

KANO



AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN, 1 INFRA-RED (BUILT INTO METAL IMPLANT)
LEGAL STATUS: DEPORTED FROM JAPAN, WANTED CRIMINAL IN 35 COUNTRIES

KNOWN RELATIVES: NONE— WAS ORPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL MEMBER OF THE BLACK DRAGON ORGANIZATION

STRENGTHS: One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance.
WEAKNESSES: Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL, although powerful, leaves him vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked.
COMBINATIONS:
•Flip punch or kick, CANNONBALL



RAYDEN



AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE

LEGAL STATUS: MYSTIC— DOES NOT APPLY
KNOWN RELATIVES: NONE
OCCUPATION: THUNDER WARRIOR

STRENGTHS: Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent.
WEAKNESSES: Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During the recovery from a blocked TORPEDO he can be attacked with long-distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time.
COMBINATIONS:
• Flip punch or kick, TORPEDO, LIGHTNING
• Flip punch, flip punch, TORPEDO



TORPEDO: Away, Away, Towards
LIGHTNING: Down, Towards, Punch
TELEPORT: Down, Up
FINISHING MOVE: Towards, Away, Away, Away, Punch

SUB-ZERO



REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: NONE, HOWEVER RESIDES SOMEWHERE IN CHINA

KNOWN RELATIVES: NONE
BIRTHPLACE: UNKNOWN
OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA WARRIOR

STRENGTHS: A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent
which can be used to initiate combinations.
WEAKNESSES: Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range.
COMBINATIONS:
•FREEZE, jump kick, SLIDE
•FREEZE, uppercut, SLIDE



DEEP FREEZE: Down, Towards, Punch
SLIDE: Away, Away, Punch + Kick
FINISHING MOVE: Towards, Down, Towards, Punch

SCORPION



REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS: SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS.

KNOWN RELATIVES: WIFE AND CHILD IN A FORMER LIFE
BIRTHPLACE: IN FORMER LIFE— UNKNOWN
OCCUPATION: IN FORMER LIFE— UNKNOWN
AS SCORPION— A LOST SOUL BENT ON REVENGE

STRENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage— it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked.
WEAKNESSES: Scorpion is prone to being trapped in a corner, as he cannot use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut.
COMBINATIONS:
•Jump kick, HARPOON, uppercut
•DECOY, HARPOON, uppercut



HARPOON: Away, Away, Punch
DECOY: Down, Away, Punch
FINISHING MOVE: Hold Block Up, Up
(must be proper distance away to work)

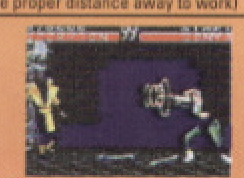
SONYA BLADE



AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLOND
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

KNOWN RELATIVES:
MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY POLICE FORCE

STRENGTHS: Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrior right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tournament.
WEAKNESSES: Sonya has a very short range on her FLIP KICK and punches, making her overly reliant on her special moves. Ducking underneath her leg grab leaves her completely open to an uppercut.
COMBINATIONS:
•Jump Kick, LEG GRAB
•Throw, SONIC RINGS



LEG GRAB: Down + Punch + Kick
SONIC RINGS: Away, Punch
SQUARE WAVE PUNCH: Towards, Away, Punch
FINISHING MOVE: Towards, Towards, Away, Away, Block

GORO



AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS: EARTH— NONE
OUTWORLD— PRINCE OF KUATAN

KNOWN RELATIVES: KING GORBAK, FATHER
QUEEN MAI, MOTHER
GORO ALSO HAS 7 WIVES
BIRTHPLACE: KUATAN, 4TH ASTRAL PLANE OF SHOKAN, REALM OF THE OUTWORLD.
OCCUPATION: PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES.

STRENGTHS: His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while holding you with his lower arms, and throw you to the ground,-- sapping almost half your strength.
WEAKNESSES: Few. Goro has a tendency to block more than he should, often allowing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him, then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.



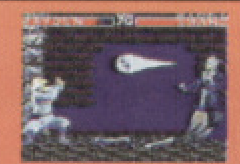
Goro is amazingly fast for his size

SHANG TSUNG



THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS WAS FOR AGES A COMPETITION OF HONOR AND GLORY. WARRIORS FROM AROUND THE WORLD WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION.
SHANG TSUNG WAS ONE OF THOSE WARRIORS. UPON ENTERING THE TOURNAMENT HE IMMEDIATELY WON THE TITLE. BUT, UNKNOWN TO THE SHAOLIN WHO WERE HOSTS OF THE CONTEST, EACH OF TSUNG'S VICTORIES ADDED TO A HIDDEN DARK AND DESTRUCTIVE POWER.
TODAY, 500 YEARS LATER THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO TAKE PART IN **MORTAL KOMBAT**.

STRENGTHS: Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It's his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior off!
WEAKNESSES: Tsung's most glaring weakness is his transformation. Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fireballs. Take advantage of Tsung's non-Goro transformations to attack. If you hit him continuously, he cannot change back to Tsung or Goro.

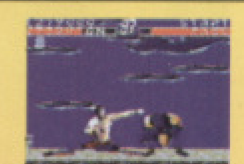
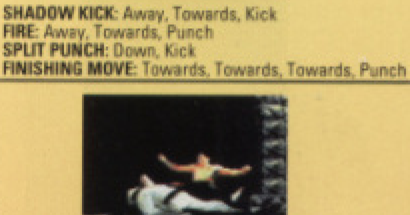
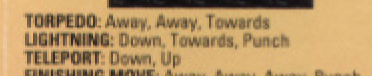
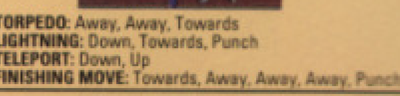
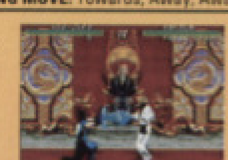
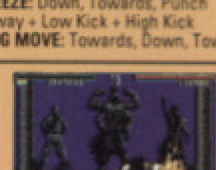
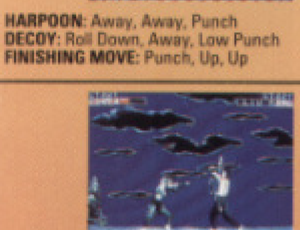
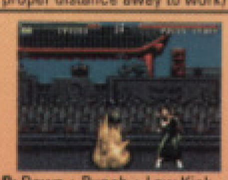
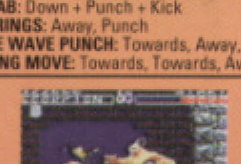
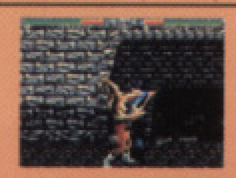
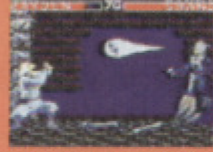


Duck, but do not block!

YOURSELF!

: 13 SEPTEMBER 1993

The Mortal Kombat Tournament is about to begin! You are among the most powerful warriors in the world, but only one will become the Supreme Mortal Kombat Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always he with the best skills, but he with the wisdom to use his skills most effectively. Such wisdom comes with knowledge— of strengths and weaknesses, of one's enemies and oneself. In the spirit of competition, the Masters of the Tournament present the following guide to the Mortal Kombat participants. Let the tournament begin!

STRATEGY	GAME GEAR™	MASTER SYSTEM™	MEGADRIVE™
TRENGTHS: Cage is best when fighting close-in. His quickness com-ines with his special moves to provide a lightning-speed close-in blitz-g ability. **VEAKNESSES:** If you can keep your distance from Cage, his arsenal is iminished, and he becomes rather vulnerable. He is also vulnerable to n uppercut if you duck underneath his SHADOW KICK. **OMBINATIONS:** Flip or flip kick, SHADOW KICK Jump punch, jump punch, SHADOW KICK	 **SHADOW KICK:** Away, Towards, Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Punch + Block **FINISHING MOVE:** Towards, Towards, Towards, Punch	**SHADOW KICK:** Away, Towards, Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Down, Kick **FINISHING MOVE:** Towards, Towards, Towards, Punch	 **SHADOW KICK:** Away, Towards, Low Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Down + High Kick **FINISHING MOVE:** Towards, Towards, Towards, Punch
TRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed his greatest advantage, often allowing him to beat his opponents to a ove they initiated first. Watch your opponents' moves carefully and you n execute the countermove before the original move hits. **EAKNESSES:** Although Liu Kang's speed makes him an effective fighter short range, both his special moves are long range weapons, easily edicted and easily counteracted. To counteract his FLYING KICK, mere-block. When he hits your block, uppercut him. To counteract his FIRE-ALLS, flip over them and kick Kang as he is recovering. **OMBINATIONS:** ump or flip punch or kick, FLYING KICK IREBALL, FLYING KICK.	 **FLYING KICK:** Towards, Towards, Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards	 **FLYING KICK:** Towards, Towards, Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Away, Away, Down	 **FLYING KICK:** Towards, Towards, High Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards
TRENGTHS: One of the strongest characters in the game, he can throw opponent literally across the screen. Both his CANNONBALL and his NIFE THROW do great damage and operate at a distance. **EAKNESSES:** Kano's strength comes at the expense of quickness. He is nong the slower warriors in the tournament. His CANNONBALL, though powerful, leaves him vulnerable to aerial attacks, or to a punch kick if the CANNONBALL is blocked. **OMBINATIONS:** ip punch or kick, CANNONBALL		 	 **CANNONBALL:** Roll Towards, Down, Away, Up, Towards. Hold Block to spin in place. **KNIFE THROW:** Away, Towards while holding Block **FINISHING MOVE:** Hold Block and Away, Away, Punch
TRENGTHS: Rayden is an extremely versatile fighter. His special moves ake him effective both near and far away from his opponent. **EAKNESSES:** Rayden's special moves can be turned against him. He n't TELEPORT out of a corner. When he does TELEPORT, he is vulnera-e to a quick uppercut as he rematerializes. During the recovery from a cked TORPEDO he can be attacked with long-distance weapons. He is pecially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL ring this time. **OMBINATIONS:** lip punch or kick, TORPEDO, LIGHTNING lip punch, flip punch, TORPEDO	**TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, Punch	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Away, Away, Away, Punch 	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, Punch
RENGTHS: A solid fighter, he is particularly adept at flip kicks and flip nches. Use his SLIDE in place of a foot sweep. It does more damage d leaves you less vulnerable. His DEEP FREEZE gives him a free shot at opponent ich can be used to initiate combinations. **EAKNESSES:** Sub Zero's DEEP FREEZE is the only projectile weapon ich does not do damage. This puts him at a disadvantage when trying fight at long range. **MBINATIONS:** EEZE, jump kick, SLIDE EEZE, uppercut, SLIDE	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away, Away, Punch + Kick **FINISHING MOVE:** Towards, Down, Towards, Punch	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away, Away, Punch + Kick **FINISHING MOVE:** Towards, Down, Towards, Punch	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away + Low Kick + High Kick **FINISHING MOVE:** Towards, Down, Towards, Punch
RENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. HARPOON does double damage— it does damage when it hits, and es him an additional free shot. It is particularly effective as a short ge weapon when there is little time for it to be blocked. **EAKNESSES:** Scorpion is prone to being trapped in a corner, as he can-t use his DECOY to escape. His special moves leave him extremely vul-rable. It takes several seconds for him to recover after throwing his RPOON. To stop his DECOY, duck then deliver an uppercut. **MBINATIONS:** mp kick, HARPOON, uppercut ECOY, HARPOON, uppercut	 **HARPOON:** Away, Away, Punch **DECOY:** Down, Away, Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)	**HARPOON:** Away, Away, Punch **DECOY:** Roll Down, Away, Low Punch **FINISHING MOVE:** Punch, Up, Up	 **HARPOON:** Away, Away, Low Punch **DECOY:** Roll Down, Away, Low Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)
RENGTHS: Sonya controls the skies with her powerful SQUARE WAVE NCH, a move which can knock any jumping or flipping warrior right out he air, and can move her out of harm's way in an instant. Her foot eep is the quickest and has the most range of any warrior in the tour-ment. **EAKNESSES:** Sonya has a very short range on her FLIP KICK and nches, making her overly reliant on her special moves. Ducking under-ath her leg grab leaves her completely open to an uppercut. **MBINATIONS:** mp Kick, LEG GRAB row, SONIC RINGS	**LEG GRAB:** Down + Punch + Kick **SONIC RINGS:** Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block	 **LEG GRAB:** Down + Punch + Kick **SONIC RINGS:** Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Forwards, Forwards, Away, Away, Punch + Kick	 **LEG GRAB:** Down + Punch + Low Kick **SONIC RINGS:** Punch, Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block
RENGTHS: His extreme strength makes him a dangerous foe. Keep r distance at all costs. Should he catch you, he'll beat you with his per arms while holding you with his lower arms, and throw you to the und,-- sapping almost half your strength. **EAKNESSES:** Few. Goro has a tendency to block more than he should, en allowing you multiple opportunities to try a jump punch or jump kick. en he tries to stomp you, do a reverse flip kick away from him, then nch a projectile weapon. He is extremely vulnerable to projectile apons when he is getting up from the ground.	 Goro is amazingly fast for his size	 There is no escape from Goro's chest pound!	 There is no escape from Goro's chest pound!
RENGTHS: Oddly, Tsung's ability to transform into any of the other nbatants, complete with their abilities and special moves is not ng's most powerful weapon. It's his fireballs. Unless he is hit, he eases them in bursts of three or four which can nearly finish a warrior **AKNESSES:** Tsung's most glaring weakness is his transformation. hough he may have the abilities of the characters he becomes, he also their disadvantages, and he uses his most powerful weapon, his fire-s. Take advantage of Tsung's non-Goro transformations to attack. If hit him continuously, he cannot change back to Tsung or Goro.	 Duck, but do not block!	 Shang Tsung is difficult to hit because of his speed.	 Shang Tsung is difficult to hit because of his speed.

SEGA™



AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.



AVAILABLE ON: MASTER SYSTEM AND GAME GEAR.



AVAILABLE ON: MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.

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“ Rapid and slick, Europa is an addictive conversion of a great race game ” (Master System)
SEGA PRO - 91%

Indy at his all-time trail-blazin' best... escape the caves of Utah, say g'bye to the KILLER rats, suss-out the treacherous traps of the Grail temple... and you've got yer mits on the greatest prize in history!

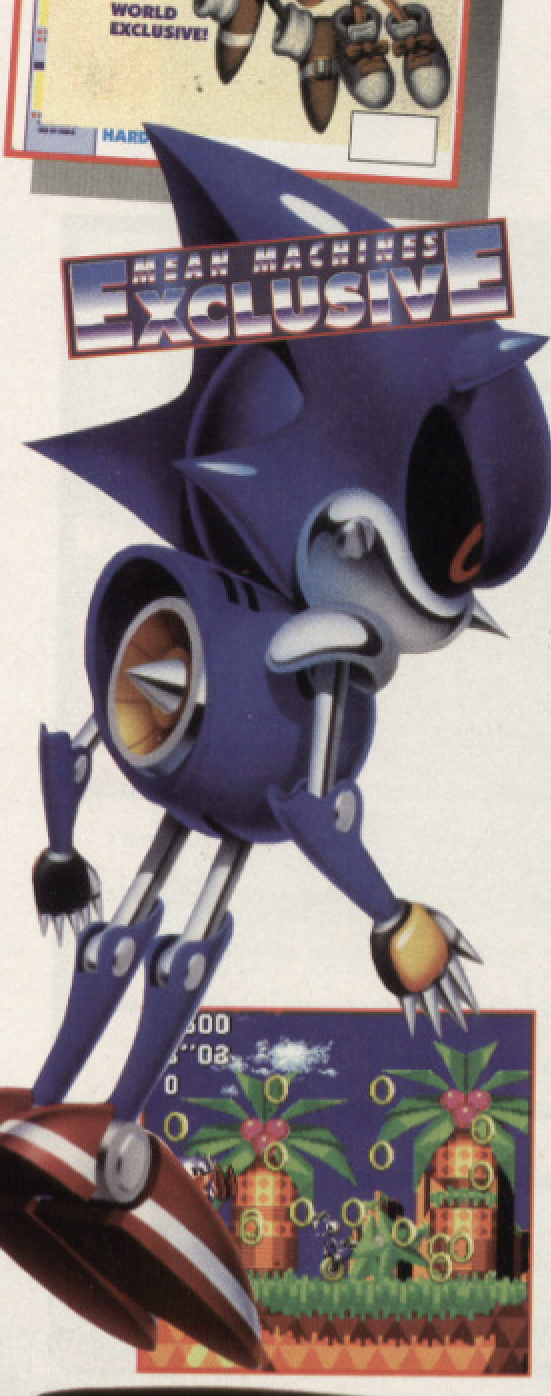
“ Playability to keep you interested for ages. The best Indiana Jones action game we've ever seen ” (Mega Drive)
BAD INFLUENCE MAGAZINE - 90%

COVER STORY

SONIC CD

A stunning exclusive of Sonic's new Mega-CD adventure, with pages of screenshots and all the info about Sonic's antics with his special new friend!







REVIEWS



MEGADRIVE

▼ Meal time macabre malarkey on page 96



▲ Dinosaur chiropody antics on page 84.





TENTS



MEGA-CD



EXCLUSIVE!



MASTER SYSTEM



▲ Fun-sized FWD frolics for you on page 90

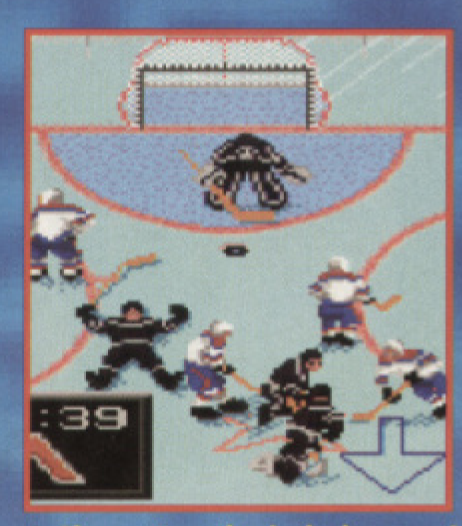
GAME GEAR





EXCLUSIVE!

PREVIEWS



▲ Oh no, not another ice hockey game!

REGULARS

FEATURES



▲ That's your mother that is. No it really is!!!

WHODUNNIT

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SPECIAL THANKS TO: High praise is indeed owed to those wonderful lads down at the imaginatively-titled Video Games Centre in Bournemouth. Not only are they the purveyors of high-quality game-related products, but they're all damned handsome too. Allegedly. Anyway, they can be contacted via the following number: 0202 527314. Ask for Martin and tell him we sent you and I bet he'll give you absolutely no discount whatsoever.

OBSCURE GLASWEGIAN COLLOQUIALLISMS No. 1
"FORTY DEEFIES"
Apparently the caledonian version of that great schoolyard staple, "Chinny Reckon". To be accompanied by a kind of saluting movement. For example...
Jock: "Och aye, I just saw Robbie from 'Take That' doon oor chippy."
Wullie (whilst performing a few salutes): "Och, forty deefies, er, the noo!"
Please note that the above is only an approximation at a true Glaswegian dialect and in no way is meant to offend any native Scots. Much.

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COMPETITION RULES
EMAP IMAGES staff and their families, friends and people they met in Benidorm are ineligible for any competitions that *Mean Machines Sega* runs. However, large cash sums in unsequenced, unmarked notes deposited in our Swiss bank account would probably ensure you a *Mean Machines* T-Shirt. Probably.

THE LAST GASP
Hello, Andy here. You may have noticed recently the reappearence of our occasional contributor and proffessional scholar, Rob Bright. Well I don't know about the rest of the team but I'd like to thank him for all the hard work he's put in over the last few weeks. I really would. (And so would I — Rich).

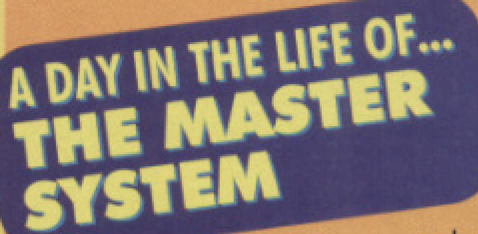


Crikey flip. There's quite a bit of copy in my editorial file this month so I won't muck about. Basically, it appears that the industry has listened to our cries for more original software... sort of.

This month, there are some excellent game out there, including original stuff like Dune: Battle for Arrakis, Landstalker and of course, Haunting. However, in the previews section, things look dire: of the eight previews we've secured this month, SEVEN of them are platform games!

Software houses have got to get it together. People just AREN'T going to buy rehashes of games they've already got! It's common sense, surely... I could go on, but, aieee! I've run out of space! Byeeeee.

RICH LEADBETTER



When the office Master System isn't wowing us all with the likes of Space Gun and Pitfighter, Sega's premier 8-bit console is up for all manner of different usages in the Mean Machines 'environs'. We thought you might want to spend a potted Day in the Life of the Master System, surely claimant of the epithet 'Most Versatile Games Console'.

10am: As warm sunlight floods into our humble domain, the Master System serves its important role as air conditioning monitor. Truly, who would have thought the humble Z80 could regulate an entire office's climate control.

11am: Time for a quick elevenses, but all the staff in the office makes lifting cups a tiresome (and time-consuming) process for the unlucky tea-boy. However, once again the Master System steps in as a useful labour-saving device. Just see the smile of Gus as he does his rounds. Sticky bun? Mmm, yes!



1pm: By midday the office is well into the work routine, but the Master System's still at the thick of it. Here's a sneaky peak of Andy flicking through the letter filing system he devised. Amazingly the cartridge slot can hold UK and EC letters, in various sized envelopes.

5pm: Finally, as the day winds down, Lucy is preparing for some Industry soiree, and the Master System once again solves the brief problem of what to wear. La Hickman can attend her function, with the perfect head accessory: at once functional and eye-catching, with that stylish dash of the Avant Garde the 8-bit wonder provides.

And of course, we do like to occasionally sit down with some brilliant games like Powerstrike II, Land of Illusion, Master of Darkness and many more. Hip hip for the Master System!

...TORIAL

This month it's sensitive shoes on as we probe the team to find out the mottos and proverbs that shape their lives.

JULIAN 'HEY KID' RIGNALL

The Big Cheese lets out a wise, booming laugh when asked for a summary of his beliefs. "In the great video game of life," he says, "you only have one credit." He then shuffled off smoking a cigar the size of a giant Redwood tree to go about his daily executive duties, ruffling the hair of the office whipper-snappers as he went. Hmm.
CURRENT FAVE GAMES: Road Rash II, Speedball II

RICHARD 'GET STUFFED' LEADBETTER

Pondering methodically, Rich reaches the conclusion that "You cannot kill what doesn't live." He always uses this argument when presented with the ethical implications of his hobby, Human Taxidermy. Rich boasts a collection 32 perfectly stuffed and utterly dead people which he keeps in his spacious conservatory. Always the first on the scene of an accident, you'll see Rich enthusiastically taking measurements and working out how much stuffing he might need.
CURRENT FAVE GAMES: Street Fighter II Turbo, Silpheed, Dune II.

LUCY 'BASIC INSTINCT' HICKMAN

Purring suggestively, Lucy hisses "Life's a bitch and so am I!" Lucy spends her spare time writing crime stories (inevitably involving a detective who is seduced and then murdered) and has a habit of undressing in front of the office window, much to the bemusement of passers-by. Perhaps her most interesting hobby though is appearing in films that masquerade as crime thrillers but are in fact hugely naff, plotless soft-porn flicks. Ho ho, only kidding luce!
CURRENT FAVE GAMES: Dune II

OZ 'MR FLUFF' BROWNE

That cheeky cockney chappy Oz has a typically fluffy reply regarding his personal philosophy. "Just be nice and polite and don't be horrible to anyone" he asserts. We were unable to talk to his flip-side personality 'Zo', but can report that Oz (or Zo rather) was seen later tying rabbits to railway lines and hunting down stray dogs for ritual sacrifice.
CURRENT FAVE GAMES: Micro Machines, Silpheed, Streets of Rage II probably

ANDY 'MUCK AN' BRASS' MCVITTIE

Donning his flat cap and sticking his thumbs in his braces, Andy musters together all of his northern pride to offer this little gem of truth: "There's many a slip twixt cup and lip." Naturally we're confused and so consult his loyal whippet 'Blackie' who informs us that roughly translated it means never take anything for granted because things can always go wrong. Insulted at this "typically southern example of cultural ignorance" Andy decides to calm himself down by getting into his mining overalls, coating himself in soot and standing in the lift under the delusion it's a mine shaft.
CURRENT FAVE GAMES: Rocket Knight Adventures, Gunstar Heroes

ANGUS 'WATCH YOUR BACK' SWAN

It was with a healthy degree of apprehension that Gus was asked for the guiding principle in his life. At first he only offered a few growls in reply, but after a fresh measure of the 'Highland hard juice' he roared "GET THEM BEFORE THEY GET YOU!" He then stumbled off to the games room offering fisticuffs to anything that took on a vague human shape.
CURRENT FAVE GAMES: Gunstar Heroes, Dune II

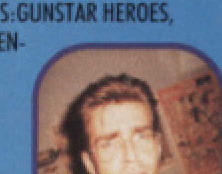
PAUL 'THE SHEP-HERD' DAVIES

Smiling sensitively Paul offers this advice: "Do unto others as you would have done to yourself." This inspires tremendous fear in the office however, with everybody in terror of the day Paul arrives with whips, leather and sheep. Before we have a chance to proposition him on this worry though, he has swept out of the office mumbling "Praise the Lord", as he goes to spend his lunch time selling Gideon bibles on Oxford Street.
CURRENT FAVE GAMES: Rocket Knight Adventures, Zombies Ate My Neighbours.

TOM 'GREED IS GOOD' COX

Irritated at having been asked a question while going about the fanatical business of climbing the corporate ladder, Tom offers the proverb, "Never Say Die!". Renowned for his needlessly aggressive phone calls which always involve him saying "Just give me 24 hours!" and then slamming down the receiver, Tom also refuses to go to lunch, preferring to jog about the office for an hour. When the day ends Tom simply loosens his tie, unbuttons his shirt and waits on the office steps for a limo that never turns up.
CURRENT FAVE GAMES: Powerstrike II

RADION AUTOMATIC



When Rad is asked for a little home-spun philosophy there is no hesitation: "Live fast, die old, rich, happy and successful! - I think I've already got dying old in the bag!" he adds. In Rad's case live fast means exist entirely on a diet of fast food, dying old is making it through the next week, being rich is paying off Mr. Big before he gets his legs broken and attaining success is his very own shed in East Putney. Still, he's happy bless him!
CURRENT FAVE GAMES: GUNSTAR HEROES, ROCKET KNIGHT ADVENTURES

ALEX

What else can we say about Alex but 'Copy cop copy copy!!!'

YOUR STARS
By Mystic Malcolm

AQUARIUS (Jan 20 - Feb 18):
You are very likely to feel like eating at some time today. Don't hesitate by dwelling on the possible consequences for too long, just go for it and eat - the rewards could be considerable.

PISCES (Feb 19 - Mar 20):
The keyword for Pisceans this week is 'breathing'. It is important that you maintain a firm commitment to breathing throughout the week. If you don't, a tremendous struggle lies ahead.

ARIES (Mar 21 - Apr 20):
Today is not a good day to severe your spinal cord. Instead, think about making a million pounds. If you succeed, the rewards could be in the region of a million pounds!

TAURUS (Apr 21 - May 20):
You feel mentally and physically very human. Prepare for a day that is likely to be full of events. Embrace them, enjoy them and look forward to more days like this because there are more events around the corner.

GEMINI (May 21 - June 20):
Avoid setting your next door neighbour's dog on fire today. Relations are already very tense and this will only contribute to the animosity existing between you.

CANCER (June 21 - July 20):
A definite 'wear your pants on your head' day for all you crabs! Should you follow this advice, look forward to lots of turning heads because today you're the one that stands out from the crowd.

LEO (July 21 - Aug 21):
It is definitely time to decide whether you live on a purely existential level, permeate the unconscious via transcendent divinity, or experience life as an entity whose spiritual survival depends on universal predestination.

VIRGO (Aug 22 - Sept 22):
For some virgos it will be a very busy day, for others not busy at all, and there will be those who fall somewhere between the two. Which ever you are, try and enjoy it.

LIBRA (Sept 23 - Oct 22):
You are very likely to bump into an old friend today who will renew an old enthusiasm and reintroduce you to aspects of your life you've forgotten about. If you don't see them today, you will definitely probably see them within the next five years.

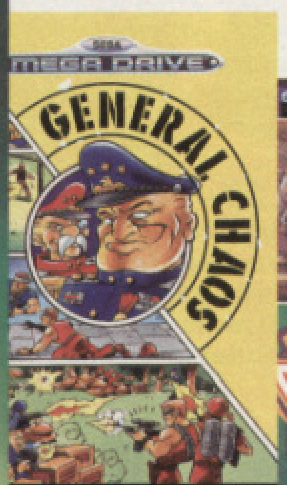
SCORPIO (Oct 23 - Nov 22):
The advice to Scorpios is simple: don't take control of maximum security military headquarters and, once there, don't figure out the release codes that set off all of the nuclear weapons. If you do, nothing positive is likely to come of it.

SAGITTARIUS (Nov 23 - Dec 20):
An interesting experience for Sagittarians today would be to walk into a DIY store smoking a huge cigar, quickly construct a complicated set of shelves and as people stare in wonder just say "I love it when a plan comes together!". You might make some refreshing friends!

CAPRICORN (Dec 21 - Jan 19):
You feel trapped and suffocated. Wherever you go, you legs seem to follow. Don't despair. Just remember that you do need your legs, and try and concentrate on the positive aspects of your relationship with them.

UNTIL YOU'VE HAUNTED YOUR FIRST BATHROOM YOU HAVEN'T LIVED... OR DIED FOR THAT MATTER.









Revenge is sweet so they say. And what could be sweeter than to return from beyond the grave to haunt the those who responsible for your sad and untimely demise - the evil Sardini family.

As the inimitable Polterguy, you can activate up to 400 supernatural fright items

ELECTRO



to drive the four Sardinis from each of their palatial mansions, wide-eyed, white haired and witless.

However to achieve your ghoul (sorry, goal) take extra care you have sufficient supplies of vital ectoplasm, or you're dead... well deader.

And beware, 'cos you won't have it all your own way - not with the evil Ectobeasts out to make your after-life a misery.

If you "possess" relentless cunning, the kind of courage that comes naturally (or supernaturally) with being dead already and a disgusting sense of humour... this is the game for you.

If not, you wouldn't stand a ghost of a chance.

SEGA HINT LINE - Dial 0839 106002

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▲ *First pictures of Megadrive Street Fighter in Turbo Hyper Fighting mode!*

WE GET IN THE OFFICIAL STREETFIGHTER II!

- NEW GAME
- BY CAPCOM
- MEGADRIVE

After months of enduring agonising impatience, waiting for the phenomena that is Street Fighter II on the Megadrive to materialise in the office, the wait is finally over. There's been quite a few features containing preview pictures of this game hitting the various Sega mags of late and even a supposed 'review', but all these were based on a half-finished 16-Meg cart. We chose instead to wait for the finished version.

And that wait has paid off because next month we're going to be bringing you the full, official and completely EXCLUSIVE review — probably the biggest you've ever seen. In the meantime, have a bit of a drool over our pics and, if you've got any sense, you'll tune in next month for the full gen on the biggest game of the year. Don't forget that this is the Special Champion Edition which features both Turbo and Championship editions so it's something pretty special. Mortal Kombat, eat yer heart out!

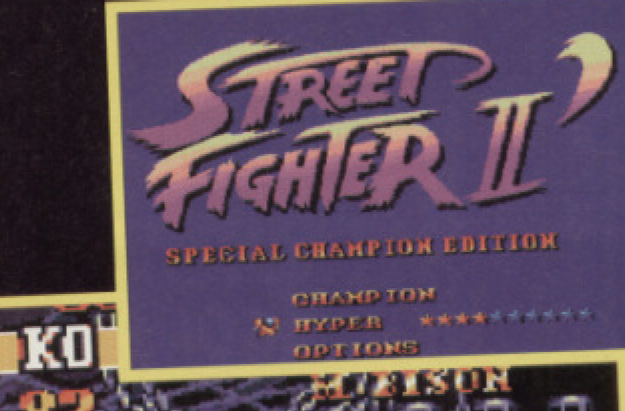




▲ The sumo press: only in Turbo edition!



▼ Each Hyper Asterisk is a different speed setting!





COSMIC RELIEF

For a bit of faaa-r out entertainment on your Megadrive, it may be wise to turn your attention to the Cosmic Spacehead — weirdo extraordinaire and Codemasters' brand new superhero. Purported to be the first alien tourist, Cosmic hails from the planet Linoleum out to shoot some good holiday snaps of Earth. According to the press release, this arcade adventure has graphics reflecting the 'wild stylised cartoons of the 1950s' (whatever that means) and on its journey to earth takes the player through astro-car racing, robot attacks and asteroid fields. Interesting stuff. Further details as and when.

- NEW GAME
- BY CODEMASTERS
- MEGADRIVE



SENSI AND SENSIBILITY

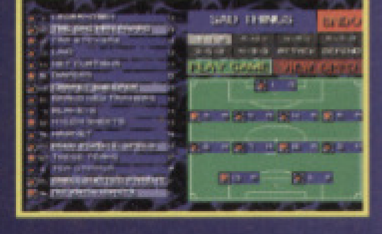
- NEW GAME
- BY SONY IMAGESOFT
- MEGADRIVE

The most successful footy game in computer history, Sensible Soccer, is on its way soon to a Megadrive near you and it's looking a treat. Programmed by Sensible Software, it's looking very close to the Amiga version, and although the on-field action may look quite simple, the original Sensible game was praised for its amazing feel and depth of play. Faithfulness of the conversion extends to the funny team names on the custom team menus, although some of Sensible's naughtier ideas had to be toned down it's rumoured. The finished product is not far off.





▲ Perhaps the most sensible footy sim ever...



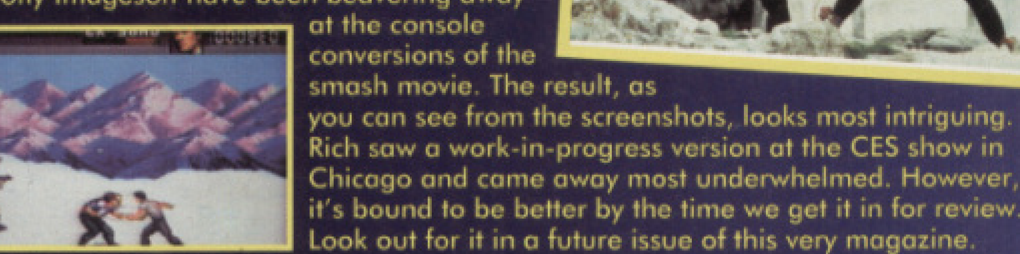
YOU PUNCH LIKE A SISSY

- NEW GAME
- BY SONY IMAGESOFT
- MEGADRIVE

Currently "wowing" the audiences in the cinemas across the country, Sylvester Stallone's Cliffhanger movie is one of the best films of the year. "Sly" plays hard man Gabe, racked with guilt when he fails to save his best mate's girlfriend on a mountain expedition. But then terrorists crash-land on the mountainside and only Gabe can use his cliffhanging skills to destroy the evil menace and save his girlfriend... huzzah!

Sony Imagesoft have been beavering away at the console conversions of the smash movie. The result, as you can see from the screenshots, looks most intriguing. Rich saw a work-in-progress version at the CES show in Chicago and came away most underwhelmed. However, it's bound to be better by the time we get it in for review. Look out for it in a future issue of this very magazine.





ASCII YER FATHER

Oh looky-here at this brand new controller from Asciiware. It's called the AsciiPad MD, it has independent turbo control, a slow motion feature, a hands-free auto turbo that allows you to fire without pressing a button (although what the point of that is, I don't know) and a shiny new box. Good eh?

- PERIPHERAL
- BY ASCIIWARE
- MEGADRIVE





VIRTUA-LLY EXCELLENT!

● NEW GAME
● BY SEGA
● MEGADRIVE

Work continues apace on the Megadrive coin-op conversion of the decade, Virtua Racing. The arcade game was one of the most popular games of 1992, boasting all-new technology capable of putting over 16,000 polygons on-screen with a palette of over 16.7 million colours.

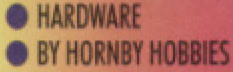
Obviously the Megadrive isn't capable of anything quite as spectacular, but as you can see from our exclusive Megadrive Virtua screenshots, the game is looking hot. The game is the BIGGEST cart ever devised by Sega. The code is stored on a 16-meg cart with a battery backup that enables players to save their best times.

Of course, the real star of the Virtua Racing cart is the fabled DSP (Digital Signal Processor) chip. This is a super-fast polygon generator chip that outspecs the Super NES' Super FX chip. The Super FX chip is based on 8-bit technology and significantly reduces the Super NES's palette down to only 16 colours on-screen. The DSP has no such problems, allowing 64 colours on-screen simultaneously.

The question is, how fast is it? According to sources within Sega who saw the game in action behind the scenes at the CES show, it's super-smooth and the 3D is astounding to see in motion. Apparently, the graphics could've been even more detailed, but Sega chose to go for the speed instead.

Virtua Racing is only 25% complete at the moment, with only the beginner level tracks incorporated. There's loads more to go in, which we will be exclusively revealing over the the next few months.

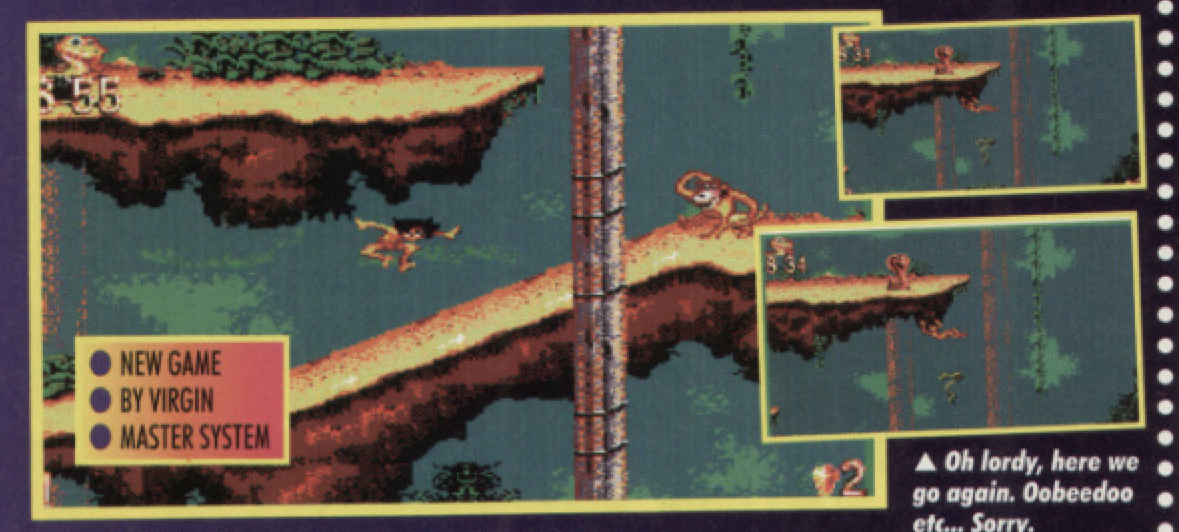
RUB YER GEAR



Coming soon to a Game Gear near you is the cheatster's fave tool the Game Genie.

The widget fits into the game slot, a code screen appears and, using one of dozens of codes in the handy little book packaged with the Genie, you can choose to make the game harder or easier with more or less lives, energy etc. The Genie will be out January costing £24.99.





● NEW GAME
● BY VIRGIN
● MASTER SYSTEM

▲ *Oh lordy, here we go again. Oobeedoo etc... Sorry.*

KING OF THE JUNGLE

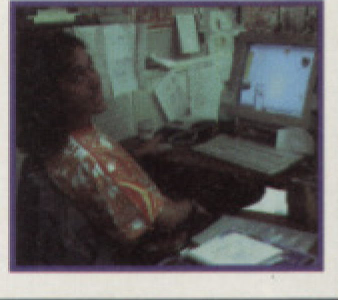
You've already partaken in the Virgin Games Megadrive experience that is Jungle Book with our exclusive look last month, well now 8-bit owners take a butchers at these Master System shots and enjoy...

This is one of the hottest licences of the year and like the Megadrive version, this platform-based game is based closely on the film — covering the antics of young Mowgli the man-cub and his wacky mates like Baloo the Bear. As you can see from these EXCLUSIVE screenshots it's well on the way to being a corker but we'll bring you all the gen on it way before its release at Christmas.

HAVE A TEE ON US!



The fashion world is being taken by storm by amazing fractal design T-shirts. Actually, the guys who designed them are mates of Dave Kelsall and they wanted a free plug. But we love them just the same! If you'd like one, send a postcard to FRAC PACK at our usual address. We'll pick a selection of winners, based on the skill factor of their begging letter!



DOUBLE CALIFORNIA WITH DRAGONS

● FILM
● BY IMPERIAL

Nothing cheers MEAN MACHINES staff up more than a freebie. Lucy was therefore most chuffed when film company, Imperial, who gaveJean Claude Van Damme his break in the movie biz, flew her over to sunny California to cover the making of Double Dragon: The Movie.

The film is based on the classic coin-op. Apparently, the movie-makers are currently talking to several games companies about flogging the licence to convert Double Dragon: The Movie onto console (including Megadrive).

The movie, which should hit the UK next summer, stars Mr T2 bad guy, Robert Patrick as arch-villain Koga Shoka who takes over LA after an apocalyptic earthquake all but destroys the city.

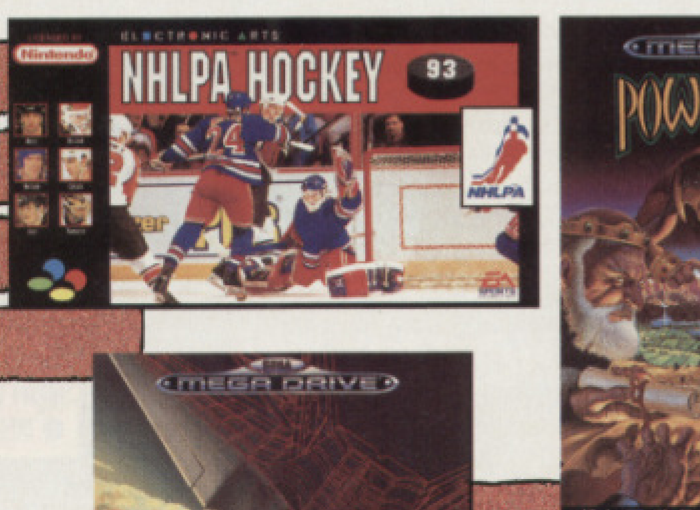
Real life martial arts expert, Mark Dacascos, plays good guy Jimmy Lee and Tom Cruise look-alike, Scott Wolf his brother Billy. Marion is portrayed by Alyssa Milano as a tough vigilante. The plot revolves around the trio desperately trying to knock Shoka off his self-imposed throne.

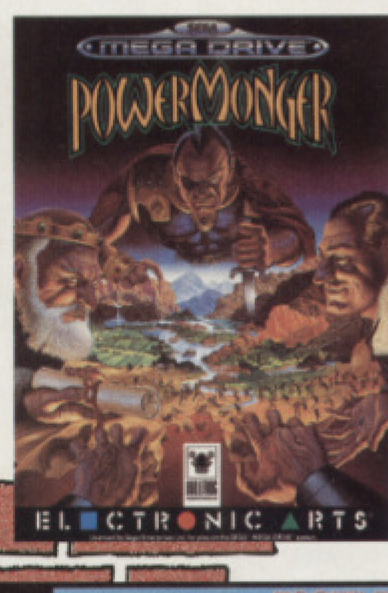
Lucy spoke to all the stars as well as the director, the producer, the special effects guys (and boy, are the effects in this film special) and quite possibly the tea-boy and will give you a full run down in a special feature next month.

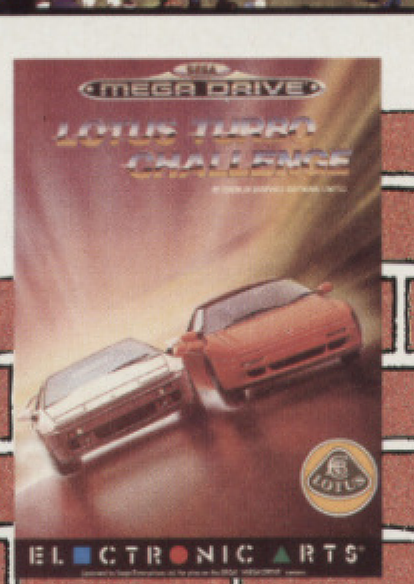
▲ *Ere! It's that geezer from Double Dragon but in human form!*

RITZ

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RIGHT ROYAL RUMBLE

● NEW GAME
● BY DOMARK
● MEGADRIVE

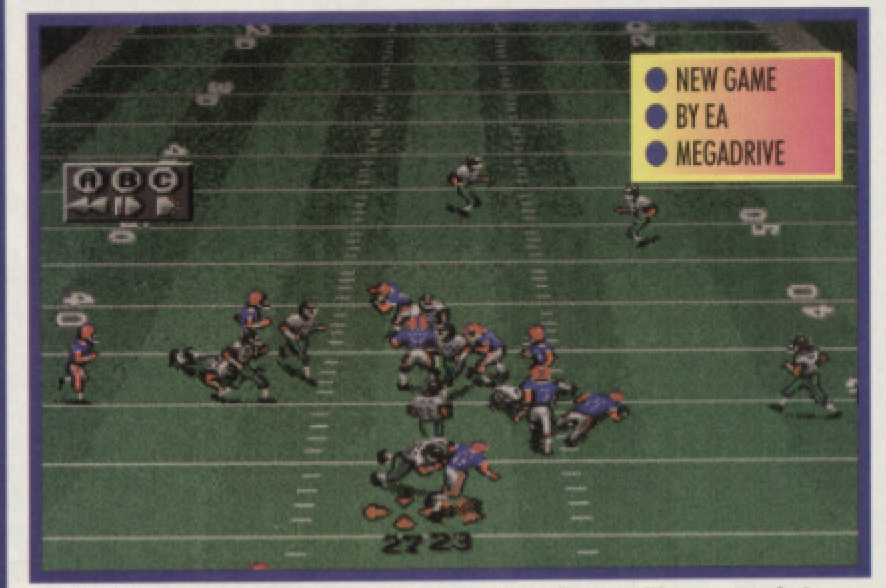
The last console bastion to resist Prince of Persia, the Megadrive, is set for a version of its own. Jordan Mechner's epic platform puzzler is one of the most widely-converted games of all time. MEAN MACHINES SEGA has already passed favourable judgments on Game Gear and Mega-CD versions in previous issues, now feast your eyes on these delectable Megadrive shots.
As the lover of the Persian Princess, the player must plough through a dozen labyrinthian levels of platforms, pits, traps and fanatical guards. All in defiance of the evil sorcerer Jaffar, who never quite came to terms with being named after an orange.
Domark are working feverishly to incorporate the fabulous animation that's a trademark of PoP, as well as recreate the atmosphere.Their efforts should hit the streets around Christmas.



MASTER OF COOL

● NEW GAME
● BY VIRGIN
● MASTER SYSTEM/GAME GEAR

Following his massive success on the Megadrive, Sir Zit-face — the Cool Spot himself, is making a guest appearance on Game Gear and Master System.
The sunglassed one again faces the villainous villain, Wild Wicked Willy and partakes in some hair-raising platform action across loads of peril-packed levels on a quest to rescue his pus-ridden mates. As you can see from these screenshots it's looking pretty er, well, cool really. Tune in next month for more details.



▲ *Tell you what, it's a bit of a softies game really. Not like our Rugby!*

EA IN REPEATING SHOCK

You all remember John Madden don't you? And Madden '92? And Madden '93? Well, not trying to stretch out a successful formula to make another quick buck *at all*, Electronic Arts are releasing a surprise new product for next year. Yup, you guessed it, it's Madden '94 for the Megadrive!
But before you start groaning, listen up. EA have come up **with a completely new engine for the mega game and claim it's going to be completely different to, and much better than, the previous three. It'll also have the bonus of the EA 4-Way-Play so that four people at once can battle it out the American way. We'll tell you more about the game as soon as we know anything.**

WORLDS APART

● NEW CENTRE
● BY SEGA
● BOURNEMOUTH

MEAN MACHINES attended the opening of Sega's posh new amusement arcade (sorry, Family Entertainment Centre) in Bournemouth last month. It's the first of many planned across the country, with Sega aiming to make arcades brighter, cleaner and safer places, while offering their most interesting coin-op machines.
Bournemouth boasts two of the gyroscopic R360 machines, a brand new Outrunners racing game, and the skill eight-player tourney version of Virtua Racing. The new AS-1 interactive simulator ride will get its British premiere at Bournemouth. The centre also has a shop, Burger King, ten-pin bowling and karaoke facilities. Sega say they have some surprising sites lined up as future centres, including a posh London store.

ODDS 'N' SODS

● SHOW
● ON SEPT 16-20
● AT OLYMPIA

Live '93 will be the largest ever Consumer Electronics Show in Britain and although most of the products on show aren't directly game-related, we've picked out some of the things that might interest the average MEAN MACHINES reader, with a few hundred pounds to spare.
The big thing at the moment is Home Cinema. There are two ways of setting up an impressive platform for playing your games machines. Either buy a new telly with built in Surround Sound, or splash out on a massive hi-definition screen and buy THX compatible speakers separately. The THX system is the standard of digital sound in large cinemas, and companies are now claiming it's arrived in the home. Plenty of exhibitors at the show, including Harman, Hitachi, Toshiba and Goodmans have Home Cinema set ups.
The show offers more affordable innovations too. A company called DHM are unveiling a system which repairs scratched CDs. They have a Mega-CD repair kit ready to market, as the system works on both music and data CDs.
Other small objects of wonder are a pair of sunglasses which let you watch TV 'while you live the rest of your life' by showing the picture in the bottom half: Constant daytime TV — what a lovely thought! Since everybody's stereo and video does much the same thing, exhibitors will be trying to wow and woo customers with lots of little enhancements, like Amstrad's new video which records on if your timed programme is running late! The keyword is 'interactive' with videophones, digital notepads and recordable mini-discs all on show. Get round for a look if you can.

GUNNING FOR YA!

● NEW GAMES
● BY US GOLD
● MEGADRIVE

It's whirling blades and shooting action ahoy in US Gold's new Megadrive offering — Gunship. Oh, and it's got some guns and things in it too. And some nasty men to shoot at and... and... that's about it really. Full review coming soon.





▲ *Guns 'n' stuff to kill. What more could you ask for?*

HEAD-SCRATCHINGLY GOOD!

- NEW GAMES
- BY SEGA
- MEGADRIVE

Puzzle freaks prepare for a veritable feast in the near future as two hot Japanese titles are making UK-bound noises as we speak. They are Robotnik's Mean Bean Machine starring Sonic's arch enemy and Columns III.
The Mean Bean Machine game is similar to Columns and features odd-shaped blobs dropping down the screen which you have to stop piling up to the top of the screen by forming lines of four the same colour. In two-player you can janker your opponent by blasting his screen with a transparent bean which increases his bean numbers considerably (presumably with such an excess of beans he immediately becomes incapacitated with wind and you win). The game has bean (geddit?) out in Japan for ages under the peculiar name of Puyo-Puyo where it topped their charts for several months.
Columns III (whatever happened to Columns II?) doesn't need much introduction — similar to the last one but with some neat twists like jewels occasionally shooting up the screen, compatibility with the Sega Tap and a rock-paper-scissors match using hammer and pans as weapons. Catch us soon for full reviews.

ACTION A LA ARNIE



▲ *Arnie: To be or not to be?*

- NEW GAME
- BY SONY IMAGESOFT
- MEGADRIVE

We told you a couple of months ago that Sony has got the Sega rights to Schwarzenegger's latest movie, 'The Last Action Hero. The film, which we reckon was okay in a rather crap sort of way, starred Arnie as Jack Slater, a snot-nosed brat as his snot-nosed brat sidekick and featured in cameo roles Sharon Stone and the T1000 from T2, Robert Patrick. It has an action-packed plot-line, which makes it ripe for the sideways scrolling design planned for it. The question is, is it any good? Well, we won't pass comment at present, judge for yourselves and we'll give you the low down soon.



PIGS MIGHT FLY

- HARDWARE
- ALL FORMATS

Rumour tells of a console due for release in the states that plays Super NES, Megadrive, Master System and NES games. The Action Gamesmaster is apparently a 16 Bit colour portable with a four inch colour screen. A Sega spokesman said: "These machines are not official Sega products and whoever is producing them is breaching both Nintendo and Sega's copyright and would be subject to litigation from both companies in this country."

GET SOME STICK

- NEW GAME
- BY EA
- MEGADRIVE

Following the release of Mutant League Football, EA are now twisting ice hockey round to their weird way of thinking with the creation of Mutant League Hockey.
Futuristic creatures, trolls, aliens, robots and super-humans battle it out on the ice in a game which has more twists and turns than a twisty turny thing. There are booby-trapped ice rinks, crowd interaction, axes, sledgehammers and chainsaws to resort to should the opposition become too good. Watch out for further updates.

BOTTOM-BURSTINGLY BIG BUBSY BASH

WIN A MEGADRIVE AND A WHOPPING PILE OF GOODIES!

So chuffed are those very nice lads and lasses at Accolade at the release of their latest Megadrive hero, Bubsy, that they've dug deep into those limitless coffers and come up with some rather spiffy prizes for you lot. I'm sure you've all heard about Bubsy already — he's a rather cool cat and star of their latest platformer in which he dies in a number of nifty animated ways (that's if you're rather cack at the game, otherwise he leaps around at high speed, collecting balls and not dying at all). So taken with him are the yanks that they're starring him in a new half-hour cartoon aptly named — Bubsy Bobcat.
Up for grabs for anyone in need is a shiny new Megadrive, five Bubsy goody bags packed with the game, a T-shirt, baseball cap and mugs and five £20 Our Price gift vouchers. To get yer maulers on these sexy gems just answer the three questions below, scribble the answers on a postcard and send them in to: BUBSYING UP AND DOWN LIKE THIS COMPO, Priory Court, 30 - 32 Farringdon Lane, London EC1R 3AU.



▲ *Why it's that lovable Bobcat again...*

1. **What sort of balls does Bubsy collect?**
2. **What sort of cat is he?**
3. **Who wrote the famous West End musical Cats?**

WORK IN PROGRESS

DUNE
The Battle for Arrakis

PROJECT	DUNE: THE BATTLE FOR ARRAKIS
FORMAT	MEGA DRIVE
PUBLISHER	VIRGIN GAMES
INITIATED	APRIL 1993
RELEASE	FEBRUARY 1994

Based on Frank Herbert's weird book series, Dune: The Battle For Arrakis, is one of the most addictive games this office has seen for ages. Lucy Hickman romped over to Virgin Games to get a bit of spice in her life...

Select your House





ATREIDES ORDOS HARKONNEN

"He who holds the spice holds the secret of the universe..." or something along those lines. This is the basis of the Dune series and also the theme of the new Megadrive game from Virgin Games. The main quest in this 8-Meg strategy/action bash is to collect spice, which is the only form of currency and the source of all the player's buildings, armoury and strength.

The game is being programmed in America by the same development team who created Kyrandia and Eye of the Beholder on the PC — this is their first Megadrive product and



▲ *That's torn it!*



▲ *Look out for oil-stricken wildlife.*



▲ *See the third house on the bottom left? That's Rich's house. Scruffy isn't it?*

from what we've seen so far, they're pretty much on the right lines.

Arrakis, also known as Dune, is the only planet in the futuristic universe where the mystical spice — the most powerful substance ever — grows and the player's aim over nine levels, as one of three houses — Ordos, Harkonnen or Atreides — is to seize as many territories from the two opposing houses, by fair means or foul.

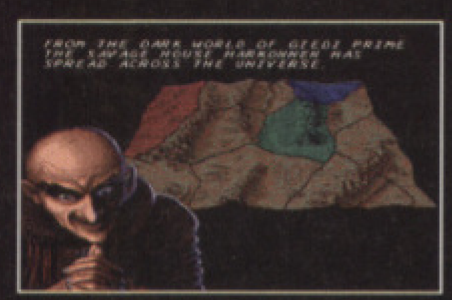
The programmer and four graphic artists at Virgin's £10 million Westwood Studios in California, loosely based the game on the Dune series and off the back of the PC version but have added another house (Ordos) for more variety. British producer, Matthew Spall reckons Dune II is definitely a winner: "This game is incredibly addictive although it's difficult to qualify what it is about it that is so good — I suppose it's the feeling of being a god it gives you," he said.

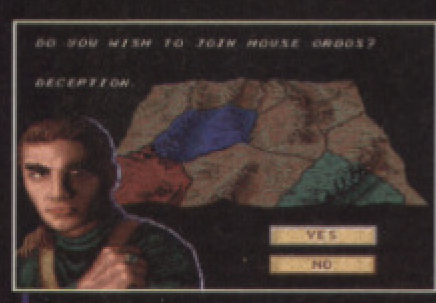
"It's quite similar to Megalomania and Populous but in this game you can control so much — everything that's yours on the screen in fact." He said when the Megadrive gets to the point when it can't take any more due to memory restrictions, this is cleverly got round by the computer automatically telling the player that there are already enough weapons on the screen.

"The game is easy to pick up and takes absolutely ages to finish — I've been playing it eight hours a day for over a week and I still haven't finished it as all the different houses," he added.









▲ *Well, do you, punk?*

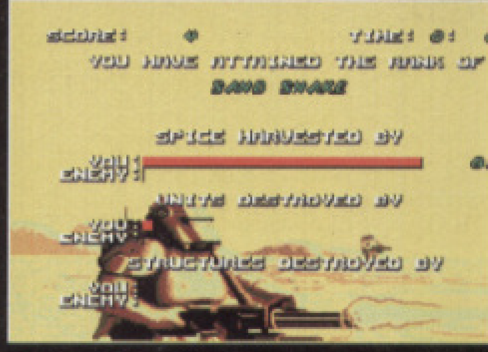


WHAT YOU GOT?

The player starts off by choosing from one of the three houses — Atreides are the good guys and hence have the least weapons (making the player's job much harder), the Harkonnens are the bad guys, have the most powerful weapons and are the best ones for new players to learn the game with. The Ordos are fair to middling and have middle of the range weapons.

EYE OF THE BEHOLDER

The programming team of Dune:The Battle For Arrakis has never created a Megadrive game before but it's worth mentioning that one of its PC titles, — Eye of the Beholder — was a ground-breaking role playing game viewed at a 3D angle and with utterly great graphics and amazing atmosphere.



▲ *You old Sand Snake you...*

TAKE AIM, FIRE!

Each house has its own personal Mentat who offers advice (or dressing downs if you mess up). After his first words of wisdom, you start off the game with just a command centre and 950 spice credits.

The aim of the game is to harvest spice to build up your credits to a certain level, use some of the spice to erect buildings such as power stations, gun factories and defensive turrets, then when you've built yourself up a nice army, go into the darkness and waste the opposing army.

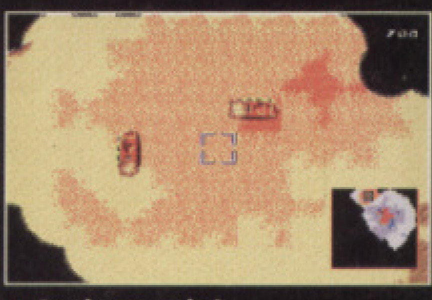




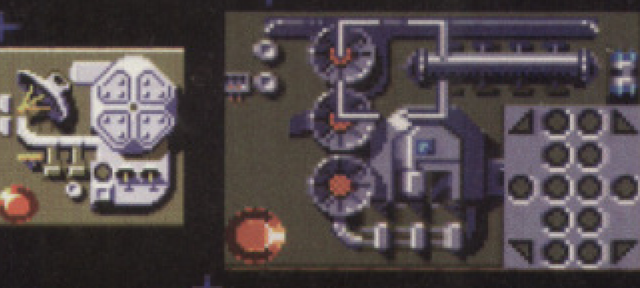
▲ *Little men gather to discuss the usefulness of captioning pics like this.*

SIZE IS IMPORTANT

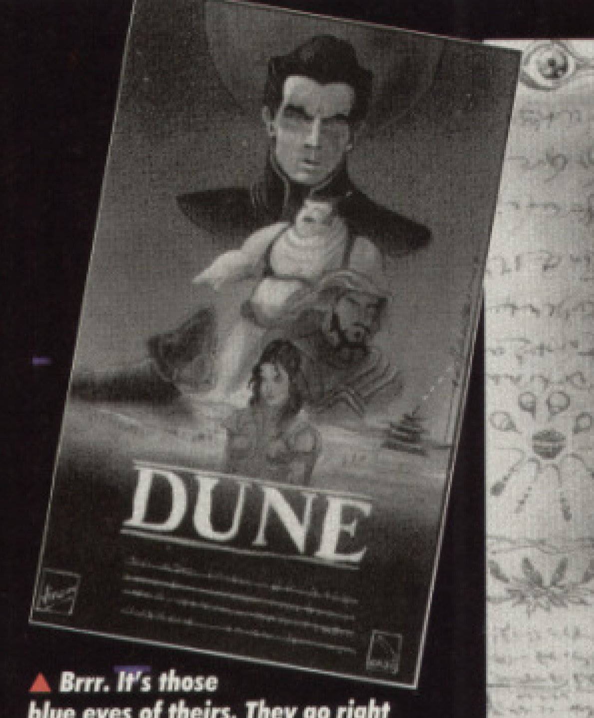
Since you only have a set number of weapons at any one time, it pays to learn the range of all the different defence vehicles and learn where to place them. The rocket launcher, for example, has a long range but can't cope with nearby danger whereas the siege tank is good at medium range. Some of the cheaper vehicles such as the trikes are pretty fast but can't dish out or take heavy fire power.



▲ *Sandworm puke!*







▲ *Brrr. It's those blue eyes of theirs. They go right through you!! Shiver etc...*

DUNE CD WORK IN PROGRESS

PROJECT	DUNE CD
FORMAT	MEGA–CD
PUBLISHER	VIRGIN GAMES
INITIATED	APRIL 1993
RELEASE	FEBRUARY 1994

Frank Herbert created a science fiction masterpiece in the guise of his epic book, Dune.

The book revolved around the powerful narcotic, the spice melange, which is only produced on one planet in the universe — Arrakis, otherwise known as Dune. The Atreides family have arrived on Dune to take charge of spice production for the emperor, who rather sneakily has allowed arch-rivals, the Harkonnens to do exactly the same thing...

This Mega-CD translation of Dune originally surfaced on the IBM PC series of computers and has been substantially upgraded from the original to make use of the superior CD power. Examine these pages to see how successful they've been...



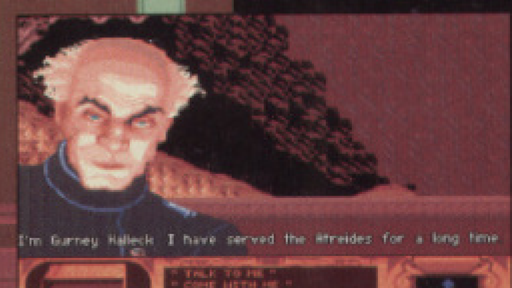
DUNE: THE MOVIE

David Lynch (he of Twin Peaks and Blue Velvet fame) created the motion picture version of the Frank Herbert novel. Although the background scenario was faithfully captured, the movie left out massive portions of the book and had laughable special effects... suffice to say, the book is miles better.

DUNE: THE BOOKS

There has been a enormous total of six different Dune novels released so far. Dune (the original) is excellent fodder for sci-fi fans as are the sequels, Dune Messiah and Children of Dune. However, the subsequent follow-ups, God Emperor of Dune, Heretics of Dune and Dune Chapter House were a tad on the poor side, if not a bit pervy!







► *Girl: C'mon Sandworm, lets boogie! Worm: Sorry, I haven't got any legs, I'm afraid.*



CD ACTION

The impressive Dune CD intro is a full-motion video extravaganza lifted straight from the David Lynch movie. The result is very impressive indeed. However, the game features a full-motion video section that sees you flying over Dune's barren wastes in an "ornithopter". Graphically awesome, each of your destinations are rendered in exceptional 3D.

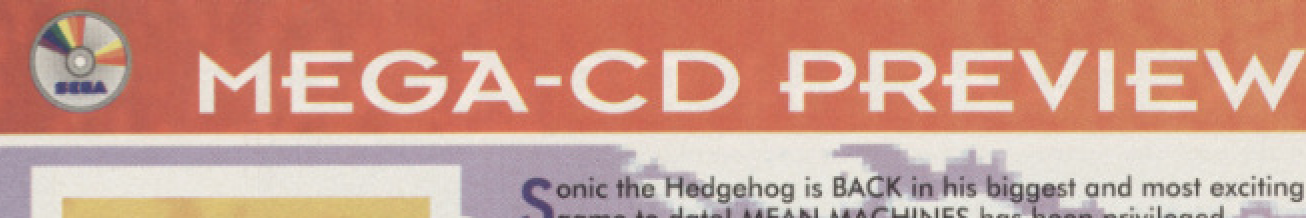
BASIC GAME ACTION

The basic game itself is extremely ambitious. It combines the arcade adventure aspects of the likes of Secret of Monkey Island (available on Mega-CD soon) along with a strategy wargame — a kind of simplifed version of the excellent Dune: Battle for Arrakis game we've also got hold of for this issue.

▲ *Arroo! Woof woof! And all that...*

CHARACTERS TALK

Since Dune is based on CD, Virgin have given each of the characters in the CD game a "voice". Every phrase in the entire game is stored in audio form on the CD. The result is somewhat eerie — the actors appear to have been recorded in an echo chamber!



PREVIEW

Sonic the Hedgehog is BACK in his biggest and most exciting game to date! MEAN MACHINES has been privileged enough to be granted a full — and totally EXCLUSIVE preview of an early version of the game.

There's still a lot of work to do on the game before it can be deemed finished in any sense of the word. For example, Sega haven't even fully fleshed out the actual scenario of the game!

Basically, from what we can gather from the software, Doctor Robotnik is back again (no surprise there), but this time he's managed to create a time machine! Now he's travelled to seven different zones of Sonic's home world, Moebius, and taken control of every zone — in the past, present and the future!

But that's not the end of the Robotnik-related capering! The mad doctor has also successfully created an evil robot duplicate of Sonic the Hedgehog! Just how will Sonic defeat Robotnik this time? Read on...

TIME FOR A SHARP EXIT

You'd think that time travel would be a pretty detailed, intense mathematical and engineering exercise — but not for Sonic the Hedgehog! He merely runs into a signpost saying either PAST or FUTURE (depending on his destination) and then uses the Back to the Future method of time travel — simply belt along until the critical time-travel speed is reached!

▲ This 3D racing bit is just amazing!



MUSIC MAESTRO, PLEASE

▲ "Not now Sonic, I'm making a phone call..."

The Japanese music group behind Sonic CD, known only as Miki, are the Far Eastern equivalent of The KLF! Their funky tunes include "inspiration" from the likes of: Adamski, Bizarre Inc, Boyz 2 Men, The KLF, Betty Boo, 2 Unlimited (spot the Workaholic rip-off), Miami Sound Machine, Shakattack, Altern 8, T-99 and a lot more besides! The Special Stage music is worth a mention too, copying the lead keyboards of 808 State's Pacific tune note-for-note! There are a grand total of 35 pieces of music (34 accessible from the Mega-CD's control panel) and the vast majority of them are excellent. Yes, they are dance track rip-offs, but they match the on-screen action brilliantly.

SONIC'S PALS

Sonic the Hedgehog II introduced a new pal for Sonic: Miles "Tails" Prower. There's no sign of him in Sonic CD, but two new characters do make an appearance.

▲ Eeeurgh! It's got girls in it and stuff!

ROSY

Sonic's girlfriend — helpfully pointed out by her delicate shade of pink and the masses of love hearts that issue forth when she and Sonic are in close proximity. Excellent kidnap fodder... especially for Robotnik's latest creation!



SPECIAL ZONE

As all Sonic fans know, the game is truly complete when Sonic has collected all six chaos emeralds. It's no different in Sonic CD — however, the CD Special Zone uses the Mega-CD's special ASIC chip. The result is a course that looks similar to the battle level in the Super NES game, Super Mario Kart! This section is still being programmed as we speak. However, the object is to use the Sonic spin to destroy several modules of Robotnik's time machines. Destroy them all and the chaos emerald is yours!



▲ There must be a car coming - Sonic's rolled up into a ball!

IT'S JUST A QUESTION OF TIME

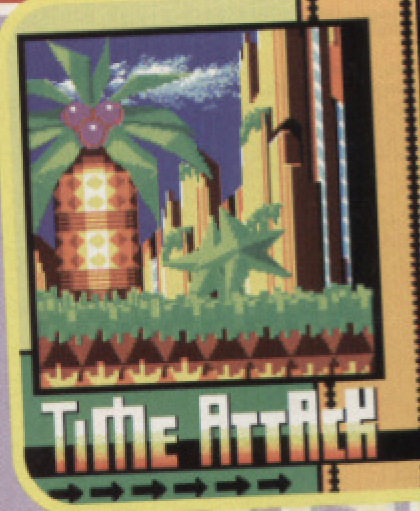
It's possible (at least in our preview version of the game) to just speed along to the exit flag on each round and not bother at all with the time travelling. However, by going forward and backwards in time, Sonic gains far more points and changes conditions in the different time zones. For example, in the Palmtree Panic Zone, the present day stage has no wildlife in it whatsoever. Travel back to the past and you can see why: Robo-Sonic's busy enslaving them all! Zap him and return to the present and all the creatures have returned! This part of the game hasn't been extensively programmed at the time of writing, but we dare say that there'll be plenty of puzzles in there involving the different time zones by the time the game's complete.



ROBO-SONIC

Mad Robotnik sought to match fire with fire with this cybernetic replica of the world's fastest hedgehog. He's not as fast as Sonic, but still pretty swift with his jet-propelled torpedo attack. However, he is more powerful. His torso-electrifying move fries Sonic — even if he's in a super spin!





EXIT	
PALMTREE PANIC	02' 20"79
COLLISION CHAOS	07' 49"06
TIDAL TEMPEST	15' 00"00
QUARTZ QUADRANT	08' 01"12
WACKY WORKBENCH	15' 00"00
STARDUST SPEEDWAY	15' 00"00
METALIC MADNESS	15' 00"00
TOTAL	078' 10"97

SONIC THE HEDGEHOG CD

TIME ATTACK!

Sonic CD introduces an all-new Sonic feature — the Time Attack! Here at MEAN MACHINES, we're constantly bombarded with readers 'phoning in with their latest times for each zone. The CD version keeps a track of the best zone times and allows you to replay an individual stage in order to beat your best time! This cheeky level select only allows you to choose worlds that you've conquered in the original game.

ZONE 1

PALM TREE PANIC

In the preview version we've seen, this is the only complete zone. It's similar to the Green Hill Zone of Sonic I, but with added features like vertical rampways! Swing your pants to the funky CD tunes. Gloria Estefan — eat your heart out (or something).

TIME ZONES

No more palmtrees in the future! Instead there's a more sombre grey background and "techno-trees". This section has the best music in the game — a classic 2 Unlimited hook meets an 808 State bass and rhythm with some Adamski piano house adding to the rave-tastic cacophony! Excellent stuff. The last stage of Palmtree Panic changes the colour schemes again, with a "browner" feel along with a slight remix of the theme

COLLISION CHAOS

The Collision Chaos Zone gives another sneak preview of how the forthcoming Sonic Spinball may turn out. The platform landscape is crammed full of bumpers and flippers, meaning that all your pinball skills — as well as your platform abilities — are required in order to progress.

TIME ZONES

Eighties bòdy-popping music assaults the ears as Sonic confronts a drabber, more industrial series of colours in the future zone. The future boss stage sees Sonic battling with Robotnik in a prototype pinball scene that the evil genius would later develop into an entire island in Sonic Spinball! The past scenario has the same basic lay-out, with only a more pleasant graphical facelift separating it from the present day stage. A bizarre panpipe tunes plays throughout this prehistoric stage.

ZONE 2

LEVEL PREVIEW

There are seven distinct zones in Sonic the Hedgehog CD — each with three different stages. However, due to the time-travelling nature of the game, it's possible to access four more levels per zone. Stages one and two of each level have special time flags. Collect one of these and you're ready to zoom to either the future or the past of that zone! Level three of each zone is always set in the future.

TIDAL TEMPEST

ZONE 3

Robotnik's latest tamperings with the fabric of space/time bring Sonic to the Tidal Tempest Zone. Half the Zone is submerged by the result of an enormous tidal wave. Whilst under water, the screen wobbles uncannily to produce the required subaqua effects. Oooh.

TIME ZONES

The effects of the eponymous Tidal Tempest change little in the effected time zones. The basic lay-out of each stage is exactly the same with only different music and changes in the level of technology evident. The future zone has platforms panelled by hi-tech control controls. In the future zone, Sonic battles Robotnik by pursuing him through a maze into an underwater chamber, where the diabolical madman reveals his latest creation!



QUARTZ QUADRANT

Travel through graphically astounding quartz caverns in the fourth zone of Sonic the Hedgehog CD. This is probably the most attractive stage in the whole game! What's more, the enemy start to get a tad more fearsome, some of them even being impervious to Sonic's spinning attack. Aieee! "Popular" eighties band Shakatak are mercilessly ripped off for some of the themes in this zone — their own brand of inoffensive piano hooks combined with some funky backing (including samples from Bizarre Inc's Such a Feeling single).

TIME ZONES

The future quartz zone has been completely mined out by Robotnik's machinery in search of the Chaos Emeralds. Only Sonic can destroy the evil establishment by facing up to Robotnik in his mining control room.

▲ *It's Sonic Jim, but not as we know him!*

WACKY WORKBENCH

Sonic gets his first form of transport in the game during the Wacky Workbench level of the game. This stage is set inside a massive factory, with a highly charged floor. Should the spikey hero make contact with the ground, he's instantly propelled sky-high! Loads of wall-mounted piping enables Sonic to get around each sub-level at sub-sonic speeds! Electrified backdrops tend to make this level a bit trickier at the best of times...

TIME ZONES

At the time of writing, there were no extra time zones for Sonic to find in the Wacky Workbench stage of the game. Only the obligatory level three future zone was present (every third level in the game is set in the future). The music for the future level is a straight Altern-8/T-99 rave rip-off — and why not?

▲ *Sonic tries in vain to halt the rampaging Mongol hordes. Well, maybe not.*

ZONE 6

STARDUST SPEEDWAY

Sonic is transported to the stars, where he takes a ride on a starship that bears an uncanny resemblance to loads of trombones welded together! An incredibly tough level this (at least in our preview version), backed by an incredibly strange piece of music. Imagine if you, aspects of Mel and Kim, backing vocals rather like Boyz 2 Men, a seventies backing track along with a Betty Boo sixties guitar break AND the obligatory Shakattack piano lead. Horrific eh? Believe it not it actually *works*!

TIME ZONES

The trombone platforms are replaced by pleasant greenery and classic Roman architecture in the last of the Stardust Speedway with a cacky remix of the amazing present day tune warbling away in the background. The level three future zone is the most rock challenge in the game — Sonic is confronted by not only Robotnik (in his chariot with a sudden death ray gun!) but ALSO the heroic hedgehog's robotic evil twin, who has a nasty habit of electrifying himself should Sonic come close!

Your task is to play a convincing version of 'When the Saints go marching in'. Oops, fibbing again!

ZONE 7

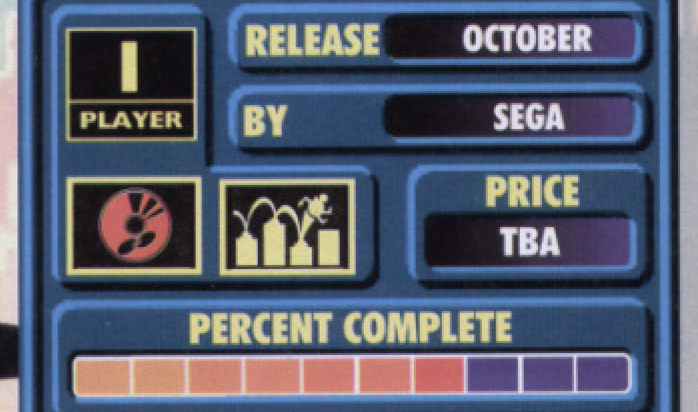
METALLIC MADNESS

Enter the final zone of Sonic the Hedgehog CD and do battle with Robotnik and his evil cyborg copy of Sonic! Rescue Rosy and save the day. We aren't actually going to give away any of what goes in on this zone — let's just say it's a big surprise...

Sonic prepares for the special Cow-birthing level. Ok, you got me again - I'm lying!

ROBOTNIK RETURNS AGAIN

The bosses seen in Sonic the Hedgehog and Sonic II are nothing compared to the hardware that Robotnik's got lined up for the plucky young spiky hero in Sonic CD! Check out some of these screenshots depicting some of the massive robots that the mad doctor has designed in order to destroy Sonic.




HASTA LA VISTA, BABY
CHUCK ROCK II
SON OF CHUCK
Eighteen months after his victory over Gary Gritter, Chuck Rock is now the owner of the hugely successful 'Chuck Motors' and has become a father. Kidnapped by his evil enemy Brick Jagger, Chuck Rock is likely to become Chuck Dust unless somebody rescues him .... A sudden crash as Chuck Junior bursts from his play pen "Goo Goo Gaa, I'll be back".
CORE
DESIGN LIMITED
Available on: MEGADRIVE MEGA-CD GAME GEAR MASTER SYSTEM
SEGA
Core Design Limited, Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511
Chuck Rock II © Core Design Ltd. All Rights Reserved. SEGA, MEGA-CD, MEGA DRIVE, MASTER SYSTEM and GAME GEAR are Trade marks of Sega Enterprises Ltd



MEAN YOB

Higher up the mountain, greener grows the grass. The more the donkey eats, the more he shows his bottom. Well here we are again, speeding into the banal zone as YOB once again delves deep into the mailbag and prints the best of this month's letters. And yes, these really are the best. If you've got anything to say, no matter what, why not write in? The address is: WHAT DOES JAMES HERRIOT THINK ABOUT WHEN HE'S GOT HIS ARM UP A COW'S BUM MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

JOB DESCRIPTION

Dear YOB
This is a rap made up by my Dad. please print it.

I wish I was there,
I wish I was there,
I wish I was there,
Under the bear.

I was sitting there,
What did I see?
A rampaging chicken,
Quack, quack,quack.

I was sat on the settee one day,
My boy Liam came to say,
Jack you're boring
La, la, la,
No I'm not,
I'm so strong
But I'm so cool when I see those chickens.

Liam Smith, Doncaster, South Yorks.

YOB:To be honest, I was rather worried about printing this 'rap'. If you ever need evidence to get your father committed to your local Psychiatric Home for the Mentally Disturbed, here it is. But still, I'm only here to help...

ODD JOB

Dear YOB
This may seem like an odd time to be mentioning Christmas but it's about now that Sega and all the big software houses are preparing for it I should imagine. What is bothering me a bit is just how often Sega will continue to update their systems. I presume they'll step up titles for the Mega-CD and so forth, but the kind of money a lot of the hardware costs means choosing what to buy is tricky. If I bought the Mega-CD at Christmas, how do I know it might not be ancient history six months later? All of this updating and rehashing seems like a bit of a rip off to me. Admittedly the Megadrive is still very popular but the pressure to get the latest systems means you could be likely to find yourself with a games machine that has hardly any software at all, and what it does have isn't that good. Take the Mega-CD for example, it's got plenty of potential but most of the games on it are trash. I hope the desire to make Christmas bucks doesn't mean Sega take their customers for a ride.

Matthew Walters, Southampton.

YOB:What are you talking about? I contacted your parents and spoke to them personally about your present problem and they said you've got nothing to worry about - you're getting a tangerine, a lump of coal, a packet of corn plasters, a Master System converter and a lard sandwich. I hope you enjoy them...

▲ *Matty lad. Take a holiday. It's clear that you need a rest.*

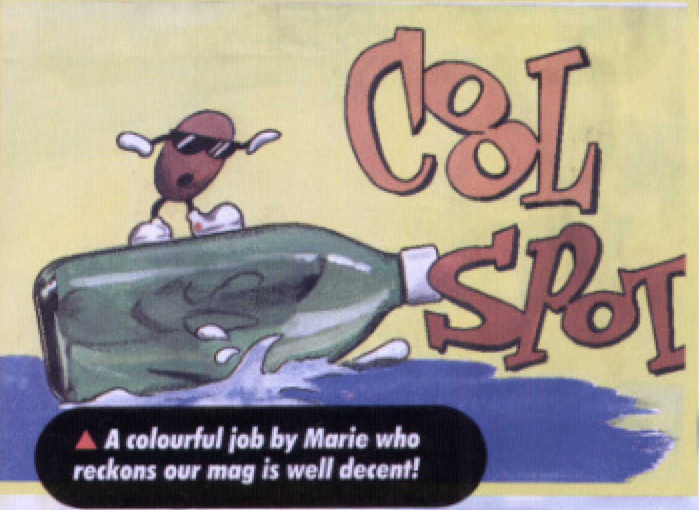
BOB A JOB

Dear YOB
I'd like to offer my condolences to anyone who owns a Master System - it must be awful for you.

Mickey Mouse, Cheeseland.

YOB:Yes indeed. Techno-lepers personified...

▲ *What a great start to the reader art this month with this sterling effort from Philip Elliot. Ahem.*



▲ A colourful job by Marie who reckons our mag is well decent!

JOB CENTRE

Dear YOB

I know you probably get loads of letters about the following subject but I don't think I've ever seen a reply printed. I'm writing to ask about computer journalism, or more specifically console journalism. I am 15 years old so I have still got to do my GCSE's. Should I go on to further education after this? Do you think it is more important to be good at the games or more important to write well? Are there any courses or exams I could take that would improve my chances? Is it really as fun as most people would imagine?

Paul Douglas, Blackburn.

YOB:Being able to write is what's most important, so taking subjects that allow you to develop your writing skills are a good idea - English language, literature, history and stuff like that is very helpful. Read books too to help increase your vocabulary. When you think you're ready for a job, go to the toilet... er... sorry... scatological mode automatically activated. I mean, when you think you're ready to become a reviewer, write in to the magazine with sample reviews.

▼ It.. It's not really very good is it. But thanks to Phil Salisbury anyway.



JOB LOT

Dear YOB

Please, please, please could you send me a photo of yourself so I can take it to school and have a bloody good laugh at your expense as you are a pathetic person you donkey.

From Mark Harnetty and Matthew Sawyer, New Malden, Surrey (aged 11/2 years old, just like how your brain works)

YOB:Some readers, eh? You write in and insult me and then foolishly leave your name and address at the top of your letter. Then you spend the next three months living in fear, waiting for my boys to pull up outside your front door in a yellow Cortina to teach you some respect...

A HARD JOB

To MEAN YOB

I am really excited about opening up next month's MMS (issue 11) and seeing my name. I really hope you print this letter. Right, now, down to serious matters such as sad people who buy (yes, actually buy!) Nintendo stuff. I can't believe that people actually buy SNESs: They have no future! I'm sure you agree that SEGA are totally superior!!! With the 32-bit machine scheduled for X-mas '94, Mega-CD, Virtual Reality and of course the Megadrive getting better games all the time!, SEGA ARE THE BEST!

From Tina Forsyth (Yes, a girl!), Birmingham. Hail Sega!

YOB:Never a truer word spake in jest.

BAD JOB

Dear BOY,

Three points struck me on reading Mrs Shelley's letter in issue 10. Oh, and before we start, I am 28, have 10 O-levels, 5 A-levels, a B.A. (Hons) and a professional qualification, so you can't accuse me of being a young impressionable reader who doesn't know any better, Mrs Shelley.

Firstly, let us clear up a few matters raised by your letter. If you send a "personal" letter to the editor of a national publication, it is likely to be published and, no doubt, if it hadn't you would have been the first to scream "censorship"! Also, anyone who actually pays attention to what they are reading knows that YOB is, with prejudice to none, sarcastic to everyone. Also, I think that you will find that the reaction of the readership to your letter is not due to any brain-washing technique on the part of the Editor (you are obviously one of those people who believe that children have no thoughts/opinions/rights of their own). People laugh at what they find funny and since this is a games magazine it is hardly surprising that the readership have found you and your views to be both funny-peculiar and funny-ha ha.

Secondly, I notice that both your letters are couched in terms of utter negativity. If there is any malice present then it is on your part because you are seeking to deny children a popular pastime while offering them no alternatives. You accuse MEAN MACHINES SEGA of malice and threaten them with closure and yet they have published your letters. They, at least, are prepared to allow people to make up their own minds, not an option you are offering. Your use of the pejorative term "evil" in respect of console games shows a fundamentally illogical approach to your perceived problem. By using emotive terminology, which defies rational analysis, you clearly hope to use the religious mumbo-jumbo of "evil forces" as an emotional crutch to help you explain your own failings and those of the society which your generation has created. The real problems for future generations lie not in console games but the ecological, political and economic problems that are ruining this planet. The sad fact about our "real" world is that a lot of children are safer sitting in their lounge playing Sonic than they are out on the streets.

Finally, with regards to your proposed campaign, all I can say is "go ahead, make my day." No, seriously, it will be a good experience for you. You see, we live in a democracy which means that you simply can't get your own way by shouting the loudest. You have to be able to persuade people with factual arguments and to deal rationally with criticism and counter arguments from the opposing point of view logically. The tenor of your two letters gives scant evidence of either such ability. Nor, frankly, do I think you have any chance of success for another reason. At the end of the day you do have something in common with these poor, "possessed" console addicts... You are both in very

▲ This is a bit good though. Keep 'em coming Dean Wardell (13).

▼ *But this is by far the best one this month. Top marks to Stephen J. Bondor aged 6. Possibly.*

small, unrepresentative minorities.
Paul Kelly, Isle of Man
YOB:How do you stop Margaret Shelley from spitting? Turn the grill down. How do you stop Margaret Shelley from drowning? Take your foot off her head. What goes round and taps on glass? Margaret Shelley in a microwave.

JOB'S FOR THE BOYS

Dear YOB
I think that I am a genius because I can complete Sonic 1 Act 1 in 25.43 secs, act 2 in 22.11 secs and Act 3 (and killing Robotnik) in 40.50 secs.
P Cudbertson, Hull
PS: I think your mag is great!
YOB:Thank you for your marvellous contribution to history.

MAKE A GOOD JOB

Dear YOB
I'd just like to say how really good your mag is. Not only do you get the best news and previews, but you deliver the best reviews. It is so entertaining and funny and you get paid for it. Plus, Rich is soon going to Chicago... you're all so lucky. You all have the best possible jobs ever and are the most envied people since Dominic Diamond's hairdresser. But you get to be bigheads about it. The mag should have more female writers (not that I am one) but I reckon Lucy does a great job. So do all of you and I'd like to buy you all a present if I could afford it:
Jaz, a big motorbike to burn off his "manhood" - you know what I mean!
Rich, a designer phone-box with porno interior plus a list of dirty numbers and a big bag of 10p coins (nah, that was below the belt - well, ask Rich what he does involving phone-boxes and parts below his belt).
Lucy, 1000 red roses cos I think she looks dead nice.
Oz, a clothes consultant... platforms indeed.
Andy, a real Ferrari convertible with leather interior etc.
Rad, well, the other half of his hair would be nice.
Angus, I really don't know what to say, do you?
Paul,
a decent razor would be nice. This is definitely the order of the day. He never looks clean-shaven.
Tom, he can share with Rad.
Frazer, a decent joke book with gold leaf. Also a bin so he can dispose of his "12 Easy Steps to becoming a Brucie Bonus" book like yesterday.
Whatever happened to YOB's gossip column? I wouldn't mind seeing it back. How about doing a profile of each writer's desk plus belongings? That would be ace. Well YOB, now its your turn, go on, I can't take it but insult me, make me feel worse than I already do. I've never been insulted much so go for it.
Michael Jobling, Harrogate, N. Yorks.
YOB:Lucy does do a great job. So great, in fact, that she often blocks up the Mean Machines sewage system, and we have to get somebody with a big rod to poke it down. Perhaps you're an expert on the subject, what with you having a name like Michael Jobling...



▲ *Oh well, at least it's the last one for this issue, so mediocre marks to Scott Winters, I suppose.*

MYSTIC YOB

The return! YOB slaps a tea towel around his head and gazes into his crystal balls and comes up with these supernatural responses:

CHRISTIAN WARD: Did you know that you name is an anagram of RANCID RAW SH*T? Well you do now.

ANDREW FERENBACH of Edinburgh: My, you're the presumptious one aren't you? Every letter we get from you is begging for prizes. Away with you! Away!

COUNT BARCONI: You take the 'b' out of banal.

PETER EDDINGS: It's all in the wrist action.

MARK BLAKEY of Lincoln: Stick a turnip up your bum and paint your face blue and that should do the trick.

SHANIF PATEL of London: Try jiggling it about, but don't make a mess of things!

MIKE HAMMOND from Devizes: I'd see a doctor if I was you.

A HOWELLS of Swansea: Cheese shops are the best place to do that sort of thing.



Q+A. Queens and artichokes? Quilts and aboriginies? Quandries and alligators? Quartets and ambassadors? Queues and asteroids? No. It's questions and answers! With you, the delightful, dear reader supplying us with all your wonderful queries. And brain-the-size-of-a-planet Jaz coming up with all the solutions. If you've got anything you need to know, why not write in? The address? I'M NOT ASKING ABOUT ROAD RASH ON MASTER SYSTEM SO PLEASE OPEN MY LETTER Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

LOG JAM







Dear Jaz,
Old wise one I seek your infinite knowledge and enlightenment!
1. If Streetfighter II, Eternal Champions and Streets of Rage 3 are going to be 24 megabits, how much will they cost?
2. When roughly will they be officially released?
3. Will the price of carts ever come down?
Christian Ward, Tettenhall, Wolverhampton.
JAZ:1. Both will retail with the wallet-bustingly huge price tag of £59.99. So start saving now! 2. October and sometime after Christmas respectively. 3. They all ready have - check out Sega's £19.99 game range.

CAPTAIN'S LOG

Dear Jaz
Please can you answer some questions for me,
1. Why was the cover of the August issue the same as the one on Megadrive Advanced Gaming August issue?
2. I am saving up for a Mega-CD. Do you think I should get a Menacer as well because of new games being released like Mad Dog MacRee and Space Pirates that work with a Menacer?
3. Is the Jurrasic Park CD as good as it looks in the screenshots?
4. Will Streetfighter II be coming out on the CD?
5. Will Electronic Arts be releasing some games on the CD?
6. Will Flashback be released on the CD?
7. Which is the best beat em' up - Streetfighter II, Mortal Kombat or Eternal Champions?
Trevor Baker, Aspley, Nottingham.
JAZ:1. Because we both used the same piece of official Sega artwork. 2. Not until you see how good the games are. 3. Surprisingly, it looks exactly the same in real life as it does in the screenshots. 4. Not at the moment. 5. They have no plans at present - all their CD development is happening on 3DO. 6. US Gold do have plans to release a Flashback game on CD - probably the sequel. 7. Streetfighter II.

LOGGING



Dear Jaz,
1. Will there be any cricket games on the Megadrive?
2. Will there be any games like Star Wing (SNES) coming out on the Megadrive using the Super FX chip?
3. Will there be a football management game on the Mega-CD using film footage?
4. Is there any new Sega hardware coming to the shops?
Darren Gilley, London
JAZ:1. No. 2. No. 3. No. 4. Yes.

CHRISTMAS LOG

Dear Jaz
Please can you answer my questions
1.Is Mortal Kombat coming out for the Master System?
2. If so, when will it be released?
3. When will Ultimate Soccer be released for the Master System?
4. Is Streetfighter II coming out for the Master System?
Paul Denney, Andove
JAZ:1. Yes. 2. It should be out by the time you read this 3. 1st of Never. 4. You wish!



LOG FIRE



Dear Jazza,
I own a Game Gear and would appreciate it if you could answer the following questions:
1. Will Ecco the Dolphin come out on the Game Gear?
2. Will Road Rash make an appearence on the Game Gear?
3. Is Lotus Turbo challenge going to be available on the Game Gear or just the Megadrive?
4. Is a Tazmania 2 on the way?
Chris Larholt, Galleywood, Essex.
JAZ:No, no, no and probably not.

LOG-A-RITHMS

Dear Jaz
Please, please could you answer these questions about Master System games:
1. Are there any plans to bring a decent beat em' up to the Master System? Streets of Rage, Renegade and Pitfighter are all crap.
2. Will Streetfighter II, Sonic 3 and Road Rash ever be released on the Master System?
3. What do you think of Prince of Persia, WWF, Steel Cage and Populous for the Master System?
Alex Doehler, Redditch, Worcs.
JAZ:1. Mortal Kombat? 2. Sonic 3, probably, but not the others. 3. Zzzzz.



LOG ON

Dear Jaz,
Could you please answer these questions
1.When will the Megadrive 2 come out and how much will it cost?
2. What do you think of these games:Tiny Toons, Rocket Knight Adventures?
3. Will Top Gear ever come out on the Megadrive?
4. When Sonic Spinball comes out will it be the best Sonic adventure yet, and how much will it cost?
Spenser Barr, North Humberside, Hull.
JAZ: 1. Same price as an old one. 2. Both are very nice platform games. 3. Who needs in when Lotus is already available? 4. It's not an adventure. It's a pinball game. Price? Probably about £40-£45.



Erm. It's Roxette isn't it? Lucy's fave

LOG OFF

Dear Jaz,
1. Are there any good Megadrive baseball games out yet, as I haven't seen any being reviewed in your otherwise fab magazine?
2. Here in Sweden we have a whole bunch of them like Tommy Lasorda, Sports Talk Baseball etc. Are they any good?
3. What happened to Joe Montana '93?
Carl Grundell, Ellenborgsv, Sweden.
JAZ:1. Never heard of Hardball III, Sportstalk Baseball or Super Mega Spanka Baseball? Check 'em out if you're a baseball fan. 2. Personally speaking, I think baseball sucks. Therefore my opinion of them wouldn't be very helpful. 3. Who cares?

LOG RUN

Dear Jazza,
I own a Master System and would like you to answer these questions:
1. Are there any good flight sims or shoot em' ups on the Master System?
2. If so, what?
3. I am thinking about buying G-Loc. Is it any good?
4. Will Road Rash be released on the Master System?
5. Finally, is Wimbledon Tennis any good?
William Mankelow.
JAZ:1. Nah. 2. Wibble. 3. It's pretty good. 4. For the fiftieth time this month... NOOOOOOOO!!! 5. It's alright.

LOG-PRODUCING COUNTRY

Dear Jaz,
I am a Megadrive owner and would like to ask you some questions:
1. Will the old Megadrive work with the up and coming Mega-CD II?
2. Will two six buttoned joypads come as standard with the Mega-CD II?
3. Are there any confirmed reports of Streets of Rage III being a 24 megabit cart?
4. Will Streetfighter II be on the Mega-CD and will there be a price rise on the Megadrive?
5. Are there any simultaneous two-player platform games on the way for the Megadrive or Mega-CD?
6. Is there any official release date for Mortal Kombat on the Megadrive?
7. Is Final Fight 2 coming out on the Megadrive?
8. Do you know anything about J League Pro Striker?
9. My friend and I wish to become computer game designers later in life. What kind of courses should we study?
Neil O'Riordan, Gorey, Co. Wexford.
JAZ:1. Yep. 2. Dunno. 3. Yes. 4. No and no. 5. Yes. 6. It should be out now. 7. Capcom have announced no plans to release a Megadrive version as yet. Anyway, it's cack. 8. Yeah. It's brill - especially with four players. 9. Design and computer programming.

Love those sports!

LOG CUTTING

Dear Mr Jazza
Please could your knowledge of computer games help me out:
1. Is Terminator really worth buying for the Game Gear?
2. Are there any Ice Hockey games on the Game Gear? If not, will there be any releases in the near future?
3. Is it true about the Megadrive 2 being £50 and the Mega-CD 2 being £150?
4. Will Battletoads ever come out on the Game Gear/Master System?
Alun Rees, Sandhurst, Berks.
JAZ:1. No. 2. No. 3. Sadly, no. 4. Guess what? Nooooooooo.

LOG SAW

Dear Jaz,
I would appreciate it if you could answer these questions for me.
1. Will J League Pro Striker be officially released in Britain?
2. Which is the best tennis game - Davis Cup Tennis, David Cranes Amazing Tennis, Andre Agassi Tennis or Grandslam Tennis?
3. Is the CDX worth getting?
4. How much will the VR 'add on' cost when it's released?
Scott Keene, Chapelfields, Coventry.
JAZ:1. Apparently, yes! 2. Davis Cup. 3. Only if you want to play import CD games although having said that later Mega-CD titles like Sonic CD only work occasionally with it — and that's with the new, improved CDX, so Sega might well have sussed Datel out. 4. There's no price available as yet.

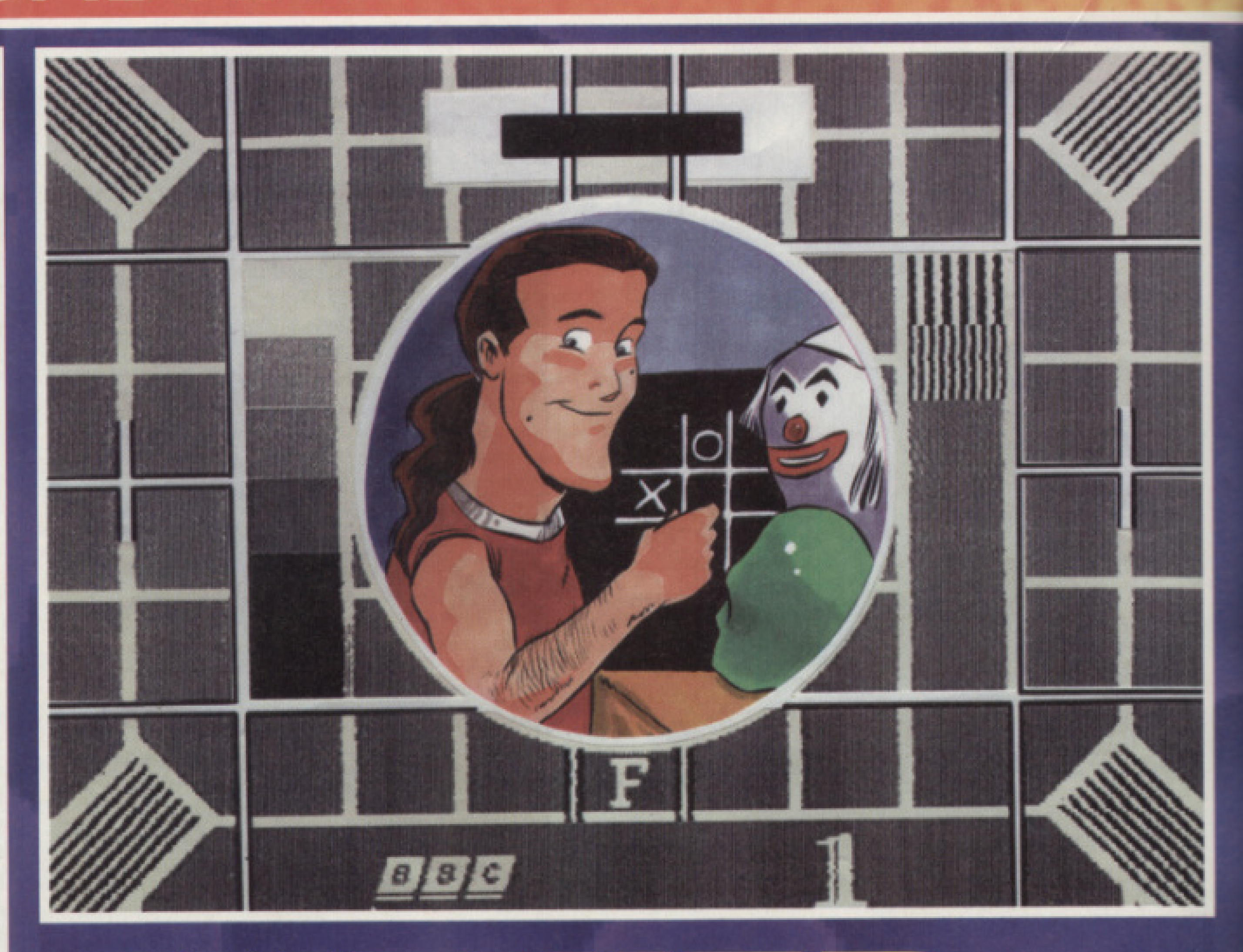
SLEEP LIKE A LOG

Dear Jazza
I am a Master System owner and would like to know the answers to the following questions:
1. What's best out of Global Gladiators and Wonderboy for the Master System?
2. If you buy a Master System game in the USA will it work on a British Master System?
Steve Woodcroft, Kempston, Beds.
JAZ:1. Wonderboy III. 2. Yes.

LOG JAM

Dear Jazza
I own a Megadrive and have just read about the new Arcade Power Stick II and I have heard it is out now. Could you please answer these questions about it.
1. Is it out now? If not, when?
2. Is the actual stick and buttons better than the original?
3. Are the slow motion features etc. any good?
4. How much is it?
5. Should I buy it if I wanted a six button joystick now?
John Burnett, Yatton, Avon.
JAZ:1. Yes. 2. I haven't tried it myself, but I hope so 'cos I thought the original buttons were really smeggy. 3. Not really. 4. Dunno. 5. That's up to you, really.

PAUL'S TIPS



CHEWED

Blimey, I go back to Rochdale for a week and return to this — a mountain of envelopes and post-cards the size of a Triceratops' dung-pile! Right, here I go for a rummage around then....ugh....oh, hello Ed (discovers Ed Lomas in the muck and filth), where were you last month? Watching Jurassic Park perhaps? Too scared to put pen to paper? I don't blame you!

What else have we here? Oh yes, Alan Wightman's no-good-too-late codes for Flashback. Never mind here's Alan's poetic little ramble which he also included that I'm sure he thinks is very funny. Am I ever to live this Sonic II thing down? I don't think so!....

Paul Davies — what a man,
On Games-Master Sonic II he
goes as fast as he can.
Over a minute, need I say more,
We are all laughing and rolling
about on the floor.

That's enough of that for one month I think. Tips are what we're after, so send in every monster tip that you know to this address: JURASSIC TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.

DEADLY MOVES

Well, what do you know, it's Ed 'Pinky' Lomas to kick things off this month with a password that pits your character against Ranker with maximum power attributes. Yes, Ed endured hours of torture to bring us this code and so, for his sake not yours, buy or rent this poor game and try this out: MPV XRP0 JM7. Yes, I know we've printed a code for this game before, but this one's better, alright!



ESWAT

Yes, another old one but it's so superb that this cheat deserves a look. Especially since J Brant included it in his brief history of Megadrive hints and cheats. This level select is only possible after playing the game through and completing it once. Once this is done, press A, B, C, RIGHT, D and START.

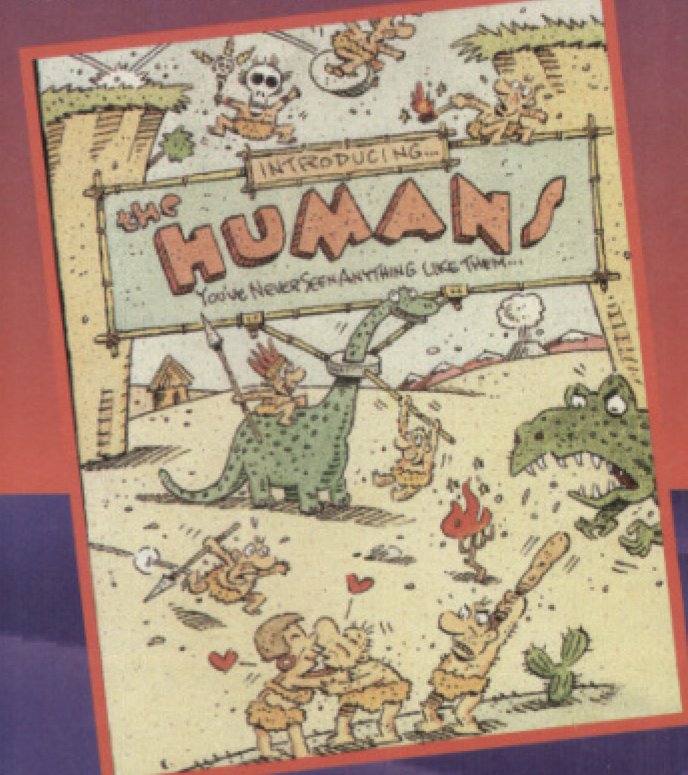
JURASSIC TIP

Revenge of Shinobi is an old Megadrive title, though it's still one of the best. Perhaps this is why Andrew Flowers couldn't contain himself any longer and reminded us all of this prehistoric, infinite Shuriken trick: Changing the Shuriken count to zero and then waiting with the START button pressed on the option screen. Thank you Andrew, but you'd better keep those hoop-and-stick hints to yourself, eh.



HUMANS

How Ed Lomas discovers these cheats is beyond me! This one for Humans allows players to amass almost limitless tribe members. Ed says that any level where there is an extra tribe member to rescue this is what to do: Rescue him, pause the game then restart the level. Repeating this provides the player with as many tribesmen as you deem necessary. By the way Ed, so what if Pinky is the central character of Pink Floyd's 'The Wall' film, it's still a girlie name to go by because I say so!



JENNIFER CAPRIATI TENNIS

There's always one game in the tips section that doesn't seem to belong. Like a cheat for Jennifer Capriati Tennis? Like what? Well how about a secret configuration screen for example. All that is required is to input the words CON and FIG on the password screen and the secret options screen appears. Shakespeare wrote and told us that. He did! He *did!*

JENNIFER CAPRIATI TENNIS

Another one! This time from that ancient historian J Brant — see the ESWAT cheat for an explanation. For a harder game insert the letters **GRA ND. SLA M..** as the first four sections. Also, for the best player attributes in the tournament input **I._ .CA PRI ATI. Get it? Amazingly J Brant also included a cheat for Wani Wani World, even though he doesn't own a copy of the game. The guy's a phenomenon!**

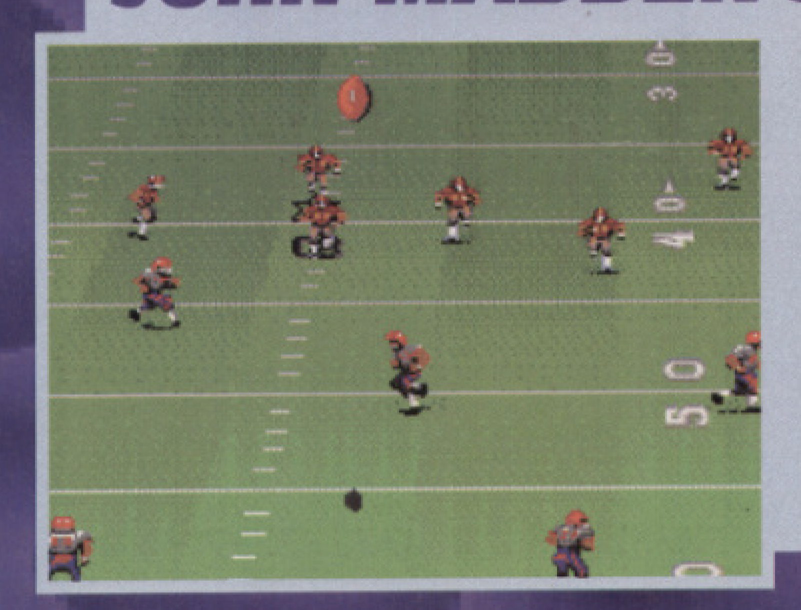


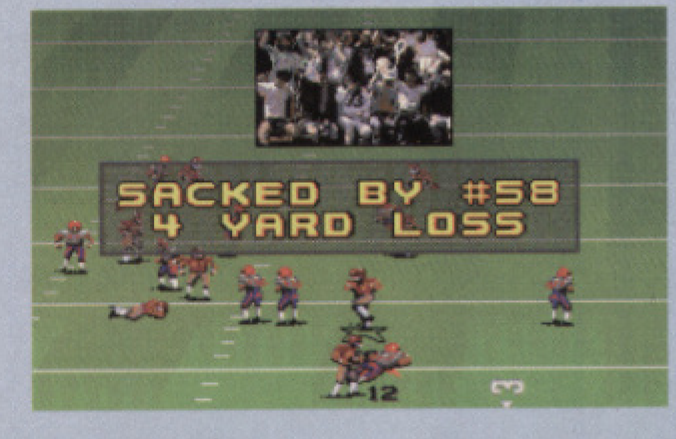
EUROPEAN CLUB SOCCER

Yes, Gilis en Seger Weijts, we do find that European Club Soccer is dull to play. So we're as happy as you are to find that your THREE SHREDDED WHEAT password enables the players on any chosen team to launch the ball about three times harder than usual. The other password — QUITTER — that allows you to quit a match and win the game, even if your team are currently losing. For example, a match quit when your team are two-nil under becomes a three-two victory! We're also very happy that our surnames are slightly easier to pronounce than Weijts. Gillis has also discovered a way of prompting an extremely hard banana-shot. This, he writes, is achieved by holding down the C button for a while and then letting go to unleash a shot so hard that it seems to fly from the TV screen. Jeepers Creepazoids, Weijts, is this really true?! We don't know 'cos we couldn't be chuffed checking.

JOHN MADDEN'S '93

Hmm, photo-copied cheats, eh Owen McCarthy. You wouldn't be sending this cheat off to anyone else would you? Well, it is a great cheat and very frustrating for the opponents' team. It prevents the opposing team from making their next play should your team have only a marginal lead towards the end of a match. When the description of the last play is displayed on screen, for example: '16 sacked, 4 yard loss', hold up on the D-pad and repeatedly tap the C button. Usually one of your team's players runs off into the distance leaving the clock running and the opposition paralysed! Cheeky!







JUNGLE STRIKE

OK! In keeping with the tradition set by last month's Flash Back hall of fame Jungle Strike is honoured by a similarly enthusiastic response from just about everyone who reads the magazine and owns a copy of the game! This is a full list of decent level codes, contributed by all those people mentioned below:

Level Two: RLSFR9V7GFB
Level Three: 9V6JDYBXN67
Level Four: XTMY9XTLHZD
Level Five: VNG394MPYRP
Level Six: WSJB4GJDX79
Level Seven: THGDTMGCZYT
Level Eight: 7GRSZBXVWLN
Level Nine: N4SFY756MCJ
The Cast: Keith Anderson, Simon Bagnall, Andy Bantock, Greg Cook, John Cutter, Joe Dean, Dell & Jan, Mark Durbin (squiggle), James Edwards, Gareth Evans, Terry Gale, Philip Gray, Ross Hannan, Ady Hughes, Richard Jarvis (sent his tips on used bog paper!), Alan Jevons, Dean King, Adrian Lee, Arif Mansoor, Paul McKenna, Matt Miller, John Monaster, Adam Reed, Terry E Reed (mega Dad!), Simon 'Skidders' Skidmore, Paul Thomas, Steven Tuffin (who's codes we actually printed - so blame him), Philip Wade, Mark Wilkinson, Mark Williams,





FATAL FURY

In all honesty Fatal Fury is the only threat to Street Fighter II on the Megadrive — if and when Street Fighter II is released of course! Ian Leech knows this. He also knows of a cheat that provides infinite time for all tournaments and it's this: On the options screen choose the time-limit as 10 seconds. By pressing A and LEFT simultaneously the 10 second time-limit changes to an infinity sign. Ian, along with Steven Hollis, Steven Tapson and Stephen Porritt (is this Steven thing weird or what?) has compiled a list of all the secret moves available to each character the ones that aren't illustrated in the instruction manual.

Geese Howard:
Dragon Throw: As an opponent jumps towards him press C and away from them.

Richard Meyer:
Back Hand-Spring: Push back twice.
Hand-stand Kick: Down, down/ back, back and B.

Tung Fu Rue:
Hurricane Punch: Down, Down/ forward, forward and A.
Hurricane Kick: Down, down/ back, back and B.

Raiden:
Cobra Clench: When standing next to an opponent press down, down/ back, back and C.

Michael Max:
Super Skip: Press forwards or backwards twice, depending upon which direction the character intends to, er, skip.

Terry Bogard:
Slam Attack: Down, up then A.
Super Shot King: Down, down/ back, back, back/ up and B.



Children under 18 must seek permission of the person responsible for paying the telephone bill before calling. Calls charged at 36p a minute at cheap rate and 48p per minute at all other times. Maximum possible cost of call £3.60. MegaDrive is a trademark of Sega Enterprises Ltd. We are not endorsed by or related to them.



What a fine name Hayden Scott-Baron is, eh? Luckily for him he gets to see it here because his Lemmings cheat is quite out of the ordinary. On 'We all fall down' — level 13 fun and level 1 tricky — speed the release rate up to 34. Next turn the second and third lemmings into diggers but ignore the fourth. This lemming walks off the half platform dug by the third lemming. At this point it is possible to turn every other lemming into a digger. Lemmingtastic mate!

MUHAMMAD ALI HEAVY-WEIGHT BOXING

Andrew McIvor, probably inspired by Chris Eubank's recent interview in Q magazine, fought to send us this cheat which pits your chosen boxer against any boxer in the heavy-weight championship. After playing the first match this provides the basic code for the cheat. By taking the first three characters of the code, follow it up with any of the following for whichever match you feel your boxer can handle:

8th Rank Boxer: —-KEH7Z
7th Rank Boxer: —-EBX7Z
6th Rank Boxer:—-5C77Z
5th Rank Boxer: —-B4N7Z
4th Rank Boxer: —-2N47Z
3rd Rank Boxer: —-W7C7Z
2nd Rank Boxer: —-WXB7Z
1st Rank Boxer:—-4XE7Z



J Garden, who lives at Mayfield Gardens in Aberdeen has a crap collection of games — or so he tells us. However, he's blown all his chances of receiving any decent software from us by supplying two sheets of hopeless passcodes and cheats. Here's one of them, it's for John Madden's Football: **Final: 0475121.** Great.

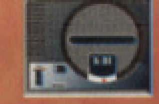
MUHAMMAD ALI HEAVY-WEIGHT BOXING (AGAIN)

James Tweed also tells us that the code H070007Z, when entered in the tournament mode, allows the player control of Ali with a ranking of one with no wins nor any losses. The opponent he faces is named Al Muhammad and most likely beats the pixels out of Ali. When this happens the winner loses his head, literally, and has the ref's torso!



MEGA-LO-MANIA

This one is excellent! Believe it or not there is a hidden version of 'Sinistar' in Megalomania found by James Tweed. All that is required is to enter JOOLS as the password and a variation of that creaky old coin-op, shoot 'em up appears!



X-MEN

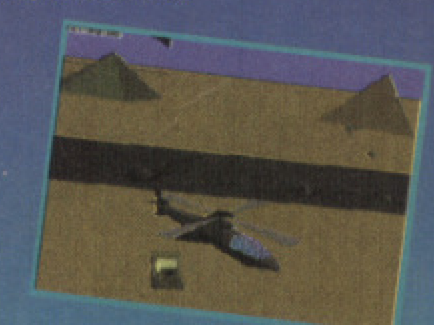
Whoever sent this one in forgot to include their name, so for familiarity's sake this person is now named Cornelius Dangleberry. The cheat allows players to select any level and requires two controllers. After switching the Megadrive on hold down the C and A buttons. Press START on the title screen then unplug the controller. Now plug the controller into port two and press START. By plugging a controller into port one and pressing START any level is selected from the access panels at the right-hand side of the screen.

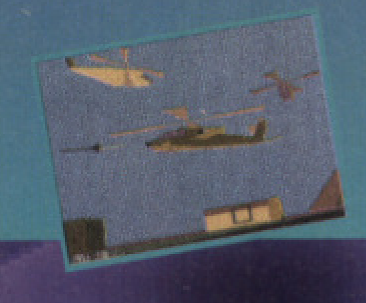


LHX ATTACK CHOPPER

Usually when people write to us with tips they, well, they write to us. Even if it's just to tell me that I'm crap at Sonic II. Not so the man John Wood from Kings Lynn. This stern fellow is as direct as they come and merely states that these are the codes for the NORMAL level of the LHX Attack Chopper game on the Megadrive. They are as well.

Level One: SDAAAIHA
Level Two: DAAAQEA
Level Three: DAAAYFA
Level Four: DAAAAWC
Level Five: DACAIWC
Level Six: DACAQVC
Level Seven: DACAYUC
Level Eight: DACABHE
Level Nine: DACAJGE
Level Ten: DACARFE





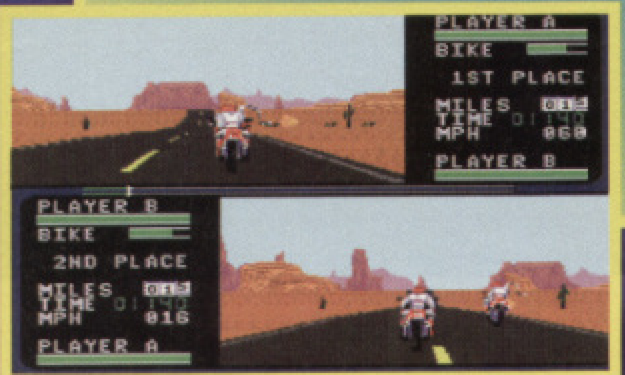


LUCY IS HOT SHOCK

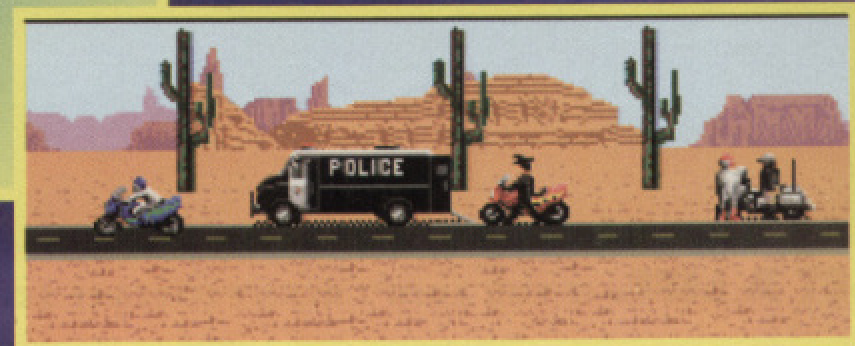
Paul Nelson's Megalomania tip is not all that interesting, however he added a rather interesting PS to his letter which reads: 'I think Lucy is hot and the ending sequence is naff compared to the rest of the game'. I don't get it Paul, what's the connection?

ROAD RASH II

It's time for Ed Lomas' monthly Road Rash II tip — and you thought he was confusing in the August issue, well get a load of this! On the password screen, this cheat is best described by substituting the password with 1234 5678.
Bike: Add or subtract multiples of two to '2' and the opposite to '6'. It is mainly guesswork as to what bike is chosen.
Level: Add or subtract to '5' and the same to '8'. For example adding three to those numbers from Level One progresses the game to level Four. However this doesn't always work.
Money: Add or subtract multiples of two to '1', '2', '3' or '4'. Different amounts of money are obtained from this.
Qualified tracks: Add or subtract to '7' doing the opposite to '8'. These are not in any set pattern so it doesn't work every time.
Good grief Pinky, what the heck are you going on about? Thanks all the same.







ANOTHER WORLD

TIPS BEYOND TIME!

GUIDE TO ANOTHER WORLD PART II

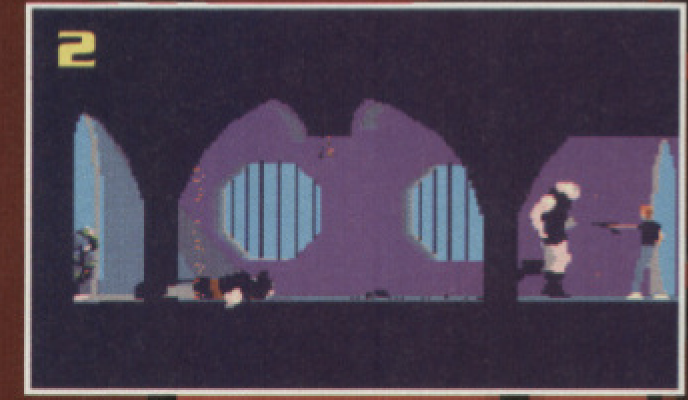
CHAPTER VI





Lester's back-door assault:
1. Go left and push UP to go around the back of the guard room. Re-enter from the right, make a shield and shoot the guard.
2. Run right, wait for friend to toss you across the gap.
3. Friend doesn't make it, but turn and do a standing jump.
4. Be ready to make a shield and blast the guards on the floor below.

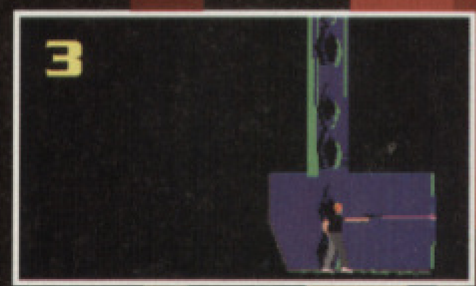




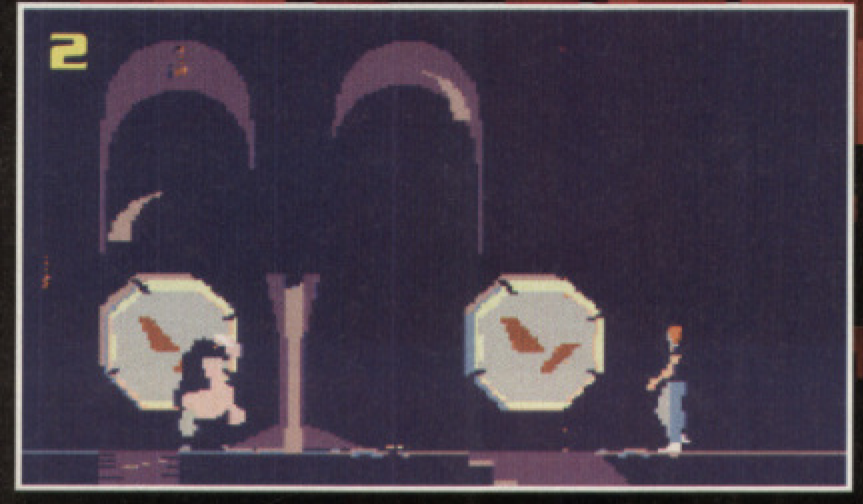
CHAPTER VII

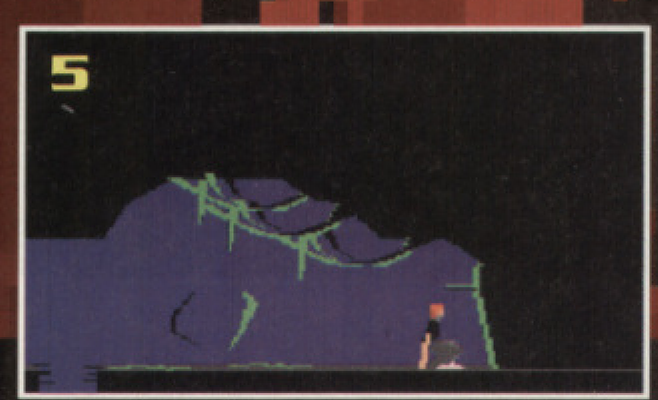
Journey through Cell Block H
1. Run left, following the guards. When the last one is trapped, point your gun, but don't fire. Wait until he seals both the doors.
2. Backtrack left and go up. Make a shield and blast the door, but allow the guard to roll five or so grenades down the stairs. Then execute him!
3. Run left and go down the hole, being ready to power up as you go.

The Grenadier guards.
4. Power up and blast the guard's shield straight away. Go down the hole and shoot the power line.
5. Return to the room with the holes in the floor from the grenades. Go down.
6. Run through this section, ignoring the lasers, but jump as you enter the next screen. Pull the lever on the right.



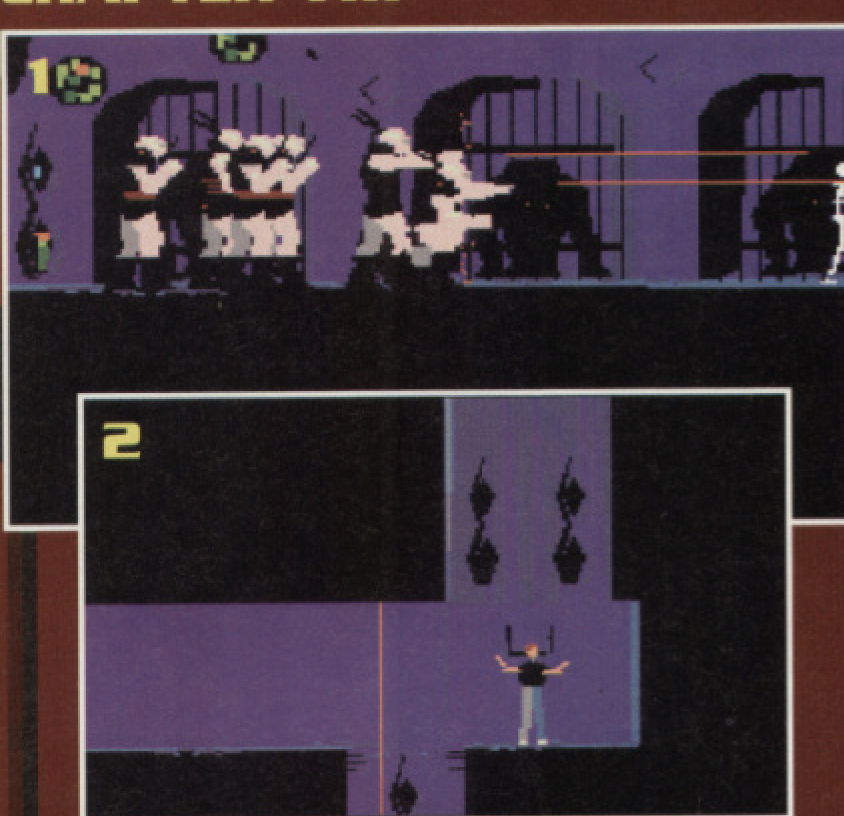








CHAPTER VIII



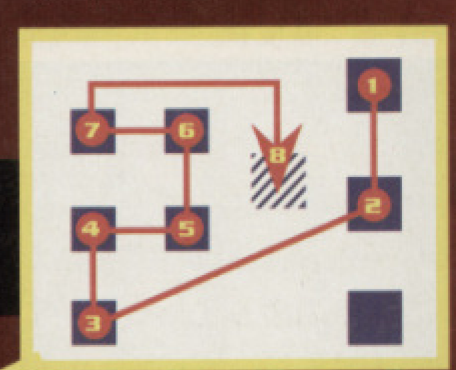
Mayhem and melee in the stadium:
1. Run right, while the guards are occupied with the escaped animals.
2. When you reach the far right, go up on the lift.
3. Run left to build a bridge for your hanging friend.
4. Friend directs you to a concealed lift. Run right to the arena machine.



2. The tank launches two escape capsules. Where could they possibly land?

CHAPTER IX

Lester plays Tank Command:
1. Once the machine rolls into the arena, press the following buttons in order.





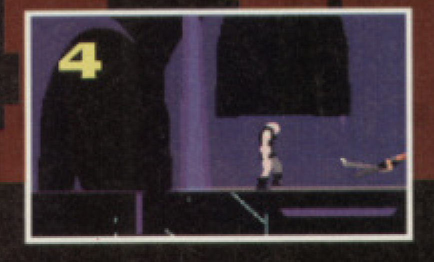
CHAPTER X



Going for a dip in the Ladies' pond.
1. When your capsule lands, run right. Use the shield, blast and shoot method to dispense about four guards.
2. Run right and your friend bursts back onto the scene.
3. In the next screen a stray bolt knocks the ground from under your feet. Your bacon is saved by a savage good Samaritan, but luckily friend arrives just in time.
4. Crawl towards the levers on the right. If I can just reach...
5. The evil one is toasted and the second lever opens the skylight. Crawl back to the centre for rescue and The End Sequence.









THE END

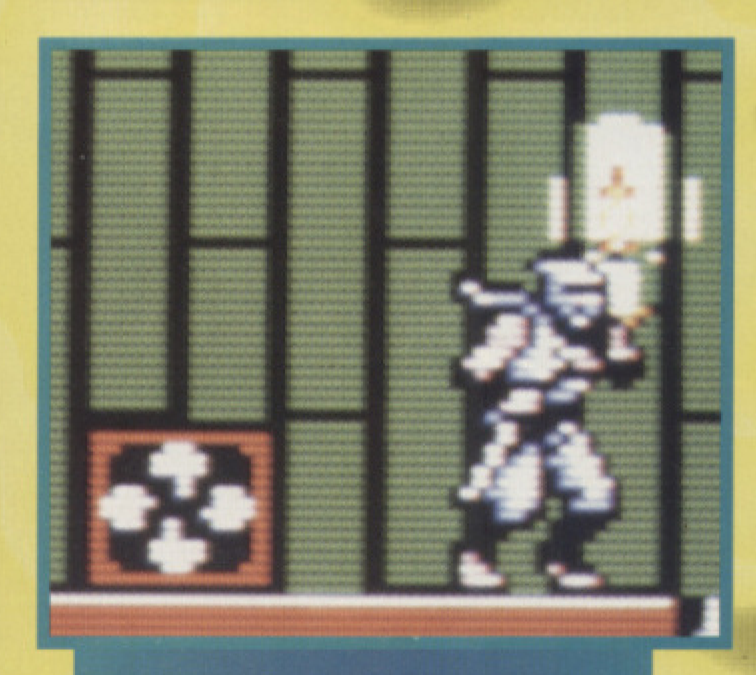


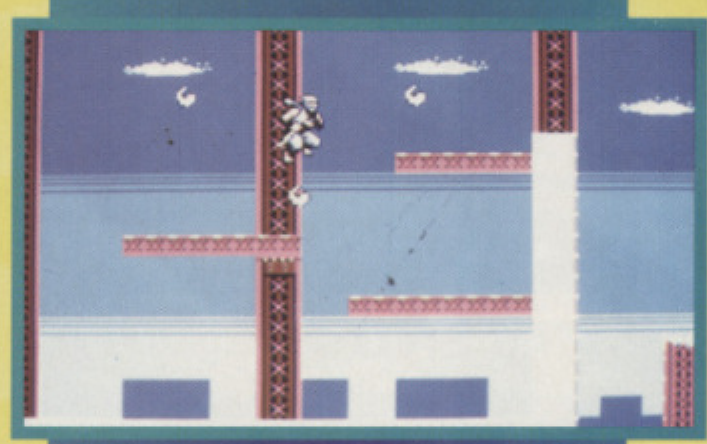


Lester is helped onto a handy waiting bat by friend, and they both fly off for a celebration meal of Popcorn Chicken and Tab Clear. Huzzah! Er, but how do they get back to the real world? Suggestions on a postcard please.

BRIAN DENNIS

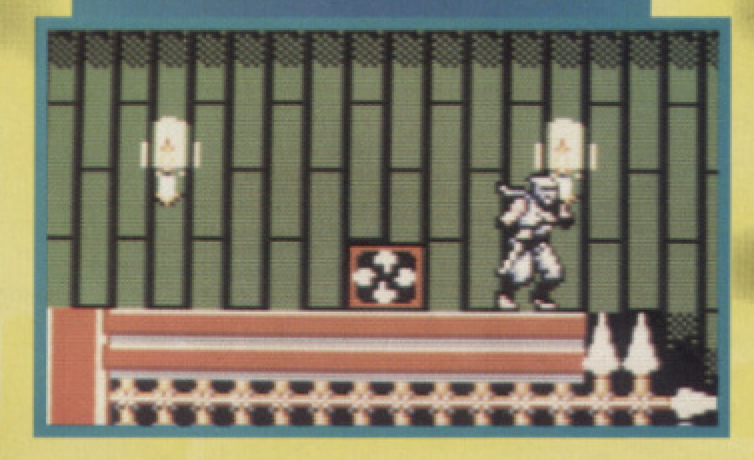
Brian! Away with you and your Alex Kidd tip! Away!

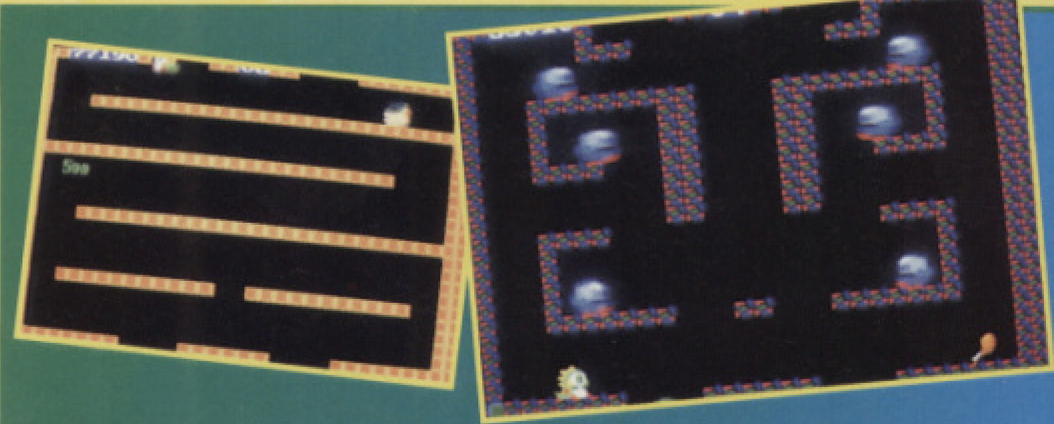




NINJA GAIDEN

Sergio Bonnici has written from Australia with sheets of tips for Master System games. This one for Ninja Gaiden is about the best of the lot and provides unlimited ninja stars and fireballs. All that is required is to have ninja boy wait until he has 999 combat points before using any ninja stars.



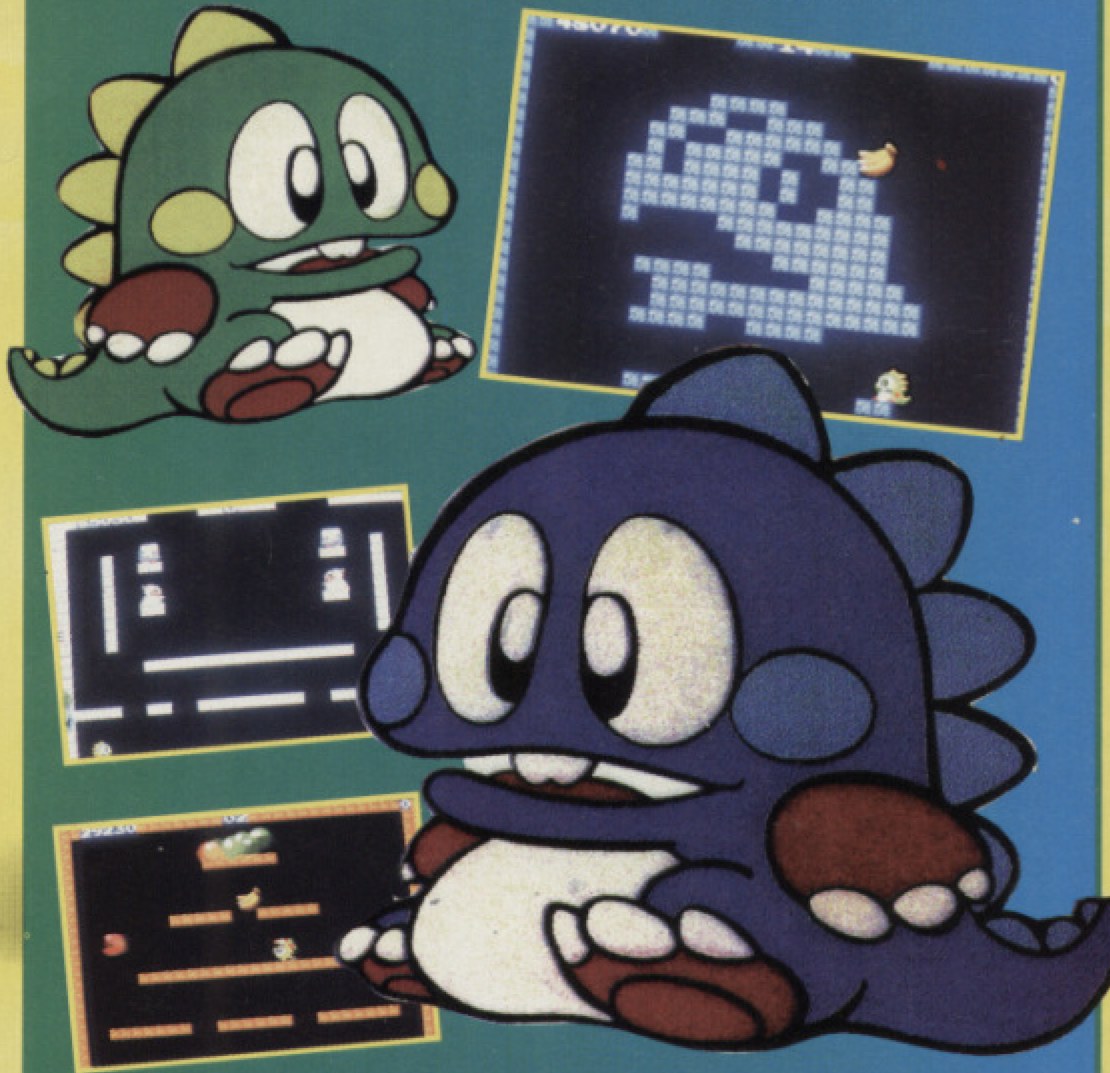


BUBBLE BOBBLE

Now, this one's not nearly as old as Alex Kidd! There are two tips, the first is for an easier game and the second provides Bub with a magic shoe, peacock feather, three sweets and three extra lives. For the easier game simply lose all of Bub's lives and begin a new game — without continuing. Not only is the game easier but Bub has a holy water potion.

The second is accessed on the Play/ Select screen. Move the cursor to password, press PAUSE and push I, LEFT, DOWN, UP, I, UP, I, UP.

Finally the lad responsible for these cheats, David Gordon, sent this password for level 199 and it is: 3V9K4MMB.



POPULOUS

Look Sergio, there just isn't enough room for all these Populous codes you've sent, right? So don't be offended when we print just this, er...one: JOSAME — World 5122.

STREETS OF RAGE

James Tweed gets his last look-in this month with his code for a level select plus invincibility for Sega's suffering prequel to a great sequel. On the sound-test select track 01 then 11. By pressing buttons I and II simultaneously the two secret options appear.

TALESPIN

Whey hey! Whoo Hoo! Well it's not that good, but Giles Read writes with this cheat for 9 lives and a rapid progression to the end of the game in one fell swoop! Pause the game, hold down both buttons then rotate the D-pad in a clockwise direction until a bell rings. Un-pause the game and 9 lives are yours! Pause the game , hold down both buttons then rotate the D-pad some more and un-pausing the game transports Baloo or Kit to the end-of-level boss. Apparently. Please,no phone calls about this one as it isn't tried and tested. Hey, it's a million-to-one chance, but it just might work......



CHUCK ROCK

Here, here, here (x100, 000) are your codes for Chuck Rock on the Mega-CD oh Captain Anonymous:
Level Two: GJFKFN
Level Three: PDPKKN
Level Four: JWNTXF
Level Five: TSFNVP

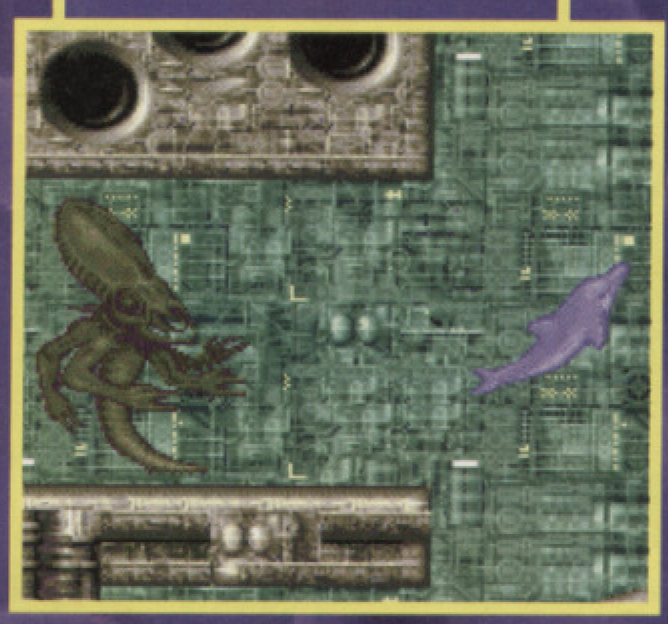


ERNEST EVANS

The game is laughable but this level select is useful nonetheless. Mark Tadajewski's PAUSE the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B, UN-PAUSE and START gag does the trick.

ECCO

James Whitlock tempts everyone who's struggling at Mega-CD Ecco with the final code in the game. QCFWUYHS welcomes Ecco to the machine and the final battle. Another code — ANWXCHBQ — takes Ecco to The Library which is a sort of film thingy about dolphins. Very nice.





SEWER SHARK

Despite its crudeness Sewer Shark is extremely compelling, so a continue cheat is a bit useful isn't it! After attaining the name of EXTERMINATOR or BEACH BUM pressing A, C and START on the closing credits allows players to continue.

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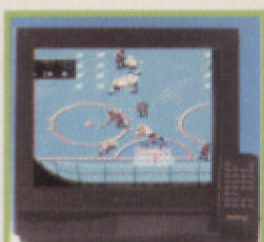
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See page 45 for full details in their advert!!

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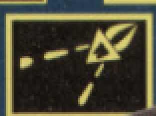
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ORIGIN

Silpheed has spent two years of original development at Game Arts and is converted from a PC game.

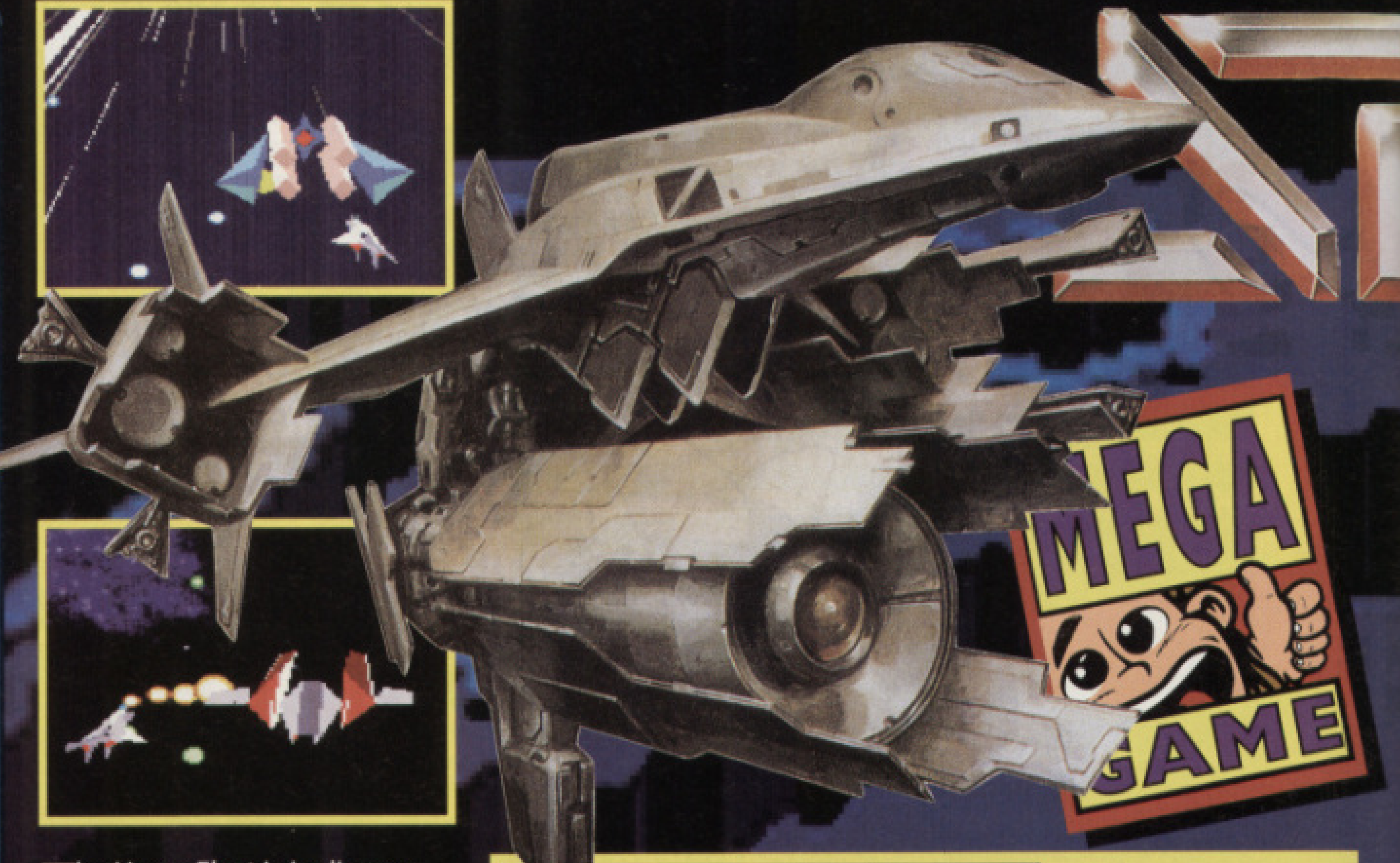
HOW TO CONTROL

Silpheed has a pretty basic control mode. The D-Pad moves you left and right as well as "in" and "out" of the screen, deeper into the scenery. Other than that, standard shoot 'em up fare.

- **A** Fire
- **B** Special Weapon
- **C** Fire
- **S** Starts and pauses the

HOW TO PLAY

Guide the Silpheed through each level; destroy Zacarte's forces



The Home Fleet is in disarray. Implosion fires rage on some of the vessels, making them look like coals suspended in space, voiceless infernos deprived of the oxygen to let them burn. The remainder of the once proud force huddles around the gravitational field of Neptune, using it to maintain a stable telemetry.

This chaos has come about by the devious but brilliant strategies of the terrorist Zacarte. By jacking the computer network on Earth, it was possible to disable the fleet long enough for his own forces to overwhelm them. With his massive firepower now ringed around the home planet, a full-frontal counter-attack would be suicide.

However, Earth command has one last trump — SA-77: Silpheed. The fighter is small and nimble enough to penetrate Zacarte's fortresses, and powerful enough to take them out. A squadron of Silpheed are entering the inner solar system as we speak. The rebellion begins...

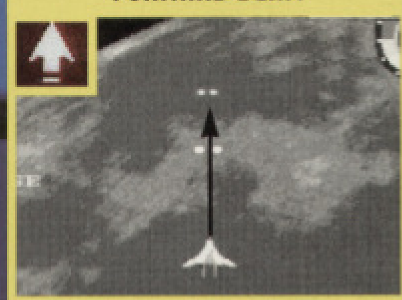


▲ Prepare to die, puny earthling — Schwam!

MAIN WEAPONRY

Silpheed is armed with two complementary weapons systems. The main system is the front-mounted cannon. This is a rapid-fire unit that fires in bursts of six. This is enough to destroy most small enemies in a single shot. The weapon may be mounted in four different ways. The main weapons are located on both wings of the SA-77, so a mixed combination of the following four systems is possible.

FORWARD BEAM



Fire directed in a concentrated line in the flight direction.

WIDE BEAM



Fire spreads along one side, from 90 to 0 degrees.

PHALANX BEAM



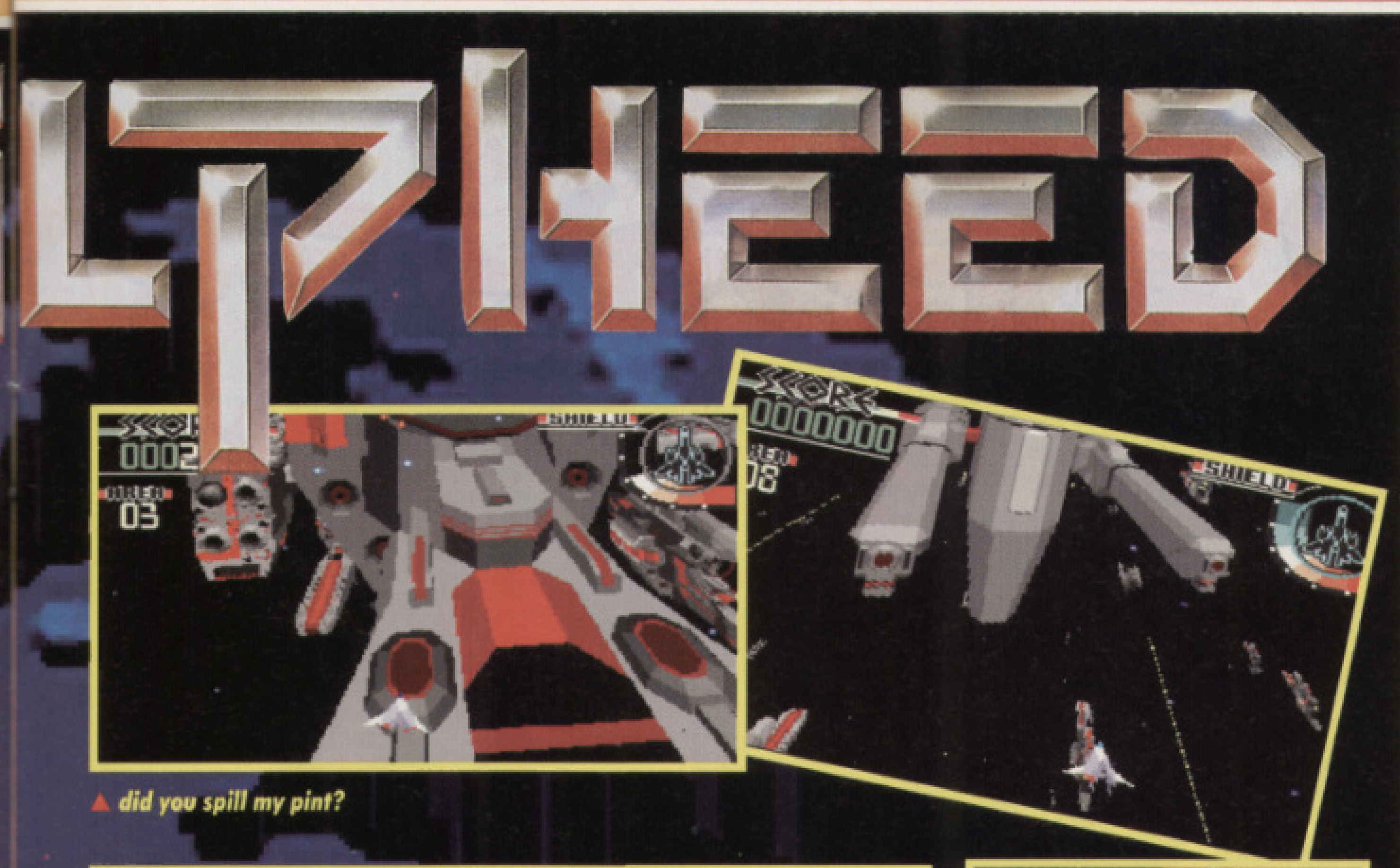
Fire directed forward, but in a spreading arc. Very effective.

AUTO-AIMING



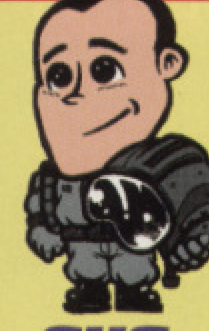
Fire homes in on nearby enemies.





▲ did you spill my pint?

COMMENT



GUS

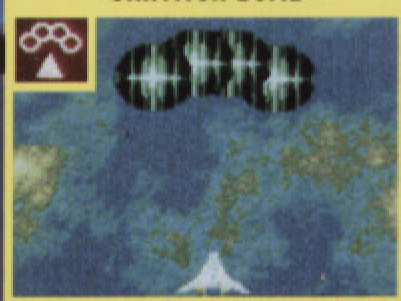
Lawks! Silpheed is something for Mega-CD owners to positively crow about. Polygon graphics on home consoles reach a new high with this exemplary shoot 'em up. The game starts in simple fashion, and in truth, shooting squadrons of aliens is basically the same all the way through. But the fabulous areas the game takes you through, with tumbling asteroids and screen-sized laser bolts is an astounding roller-coaster ride. The massive dreadnoughts bring a whole new meaning to the term 'boss' (though the actual bosses themselves are quite weedy). The game combines a very tough challenge, with sweet visual rewards as you progress; all the best levels are deep in the game. This has to be the most atmospheric shooter ever, with brilliant cut sequences and the constant chatter of your co-pilots and the computer. At last, a Mega-CD game that combines effect and action perfectly.

OPTIONAL WEAPONRY

Option weapons are collected from stage three onwards. Optionals have an energy store, shown beneath your score. They may be fired until this is used up.The store replenishes itself gradually. There are four types of optional, offered on a random basis, they are:

GRAVITON BOMB





Fires four high-energy pulses that explode in front of your ship, as a destructive shield.

PHOTON TORPEDO



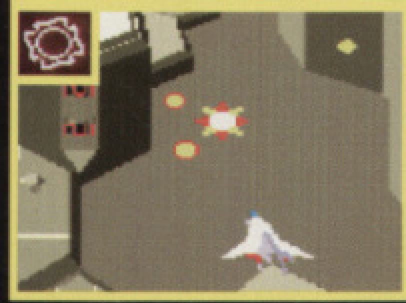
Multiple charges seek out incoming craft ahead. Potent and energy-efficient.

E.M DEFENSE SYSTEM

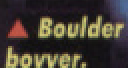


An effective and long-lasting mechanism that deflects enemy bullets.

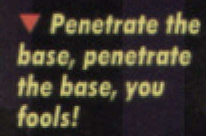
ANTI-MATTER BOMB



A single charged projectile that uses a lot of energy. Suitable for larger craft.



▲ Boulder bovver.



▼ Penetrate the base, penetrate the base, you fools!



▲ Charge lasers! (lasers charged) Fire Lasers! ...drat! missed him again.

CHRONICLE OF WAR

The SA-77 fights in eleven concentric spheres of battle en-route to the Mother Planet. Data on the highlights:

I: FLIGHT

The Home Fleet is attacked above the Mother Planet. As Silpheeds move into deep space, they see huge lasers devastate a stationary carrier. The SA-77s escape a massive squadron attack to regroup on Neptune.

▲ *Phew, that one nearly hit my new space station...*



▲ *Calling occupuants of interplanetary craft.*

II: OUTER ASTEROIDS

SA-77s move deftly through the massive asteroid fields at the Solar system edge. Huge tumbling rocks require quick reactions to avoid. One of Zacarte's frontier ships is at the centre of the field.





III:GOLIATH

Silpheeds encounter the first of Zacarte's dreadnoughts. Attack craft are scrambled, and Silpheeds must contend with them and the massive ranging lasers of the Mother Ship. The level climaxes in an impossible trench ride to the dreadnought's core.



▲ *Hexagonal horros!*

IV:VIPER'S NEST

SA-77s infiltrate Zacarte's base, built entirely from hexagons. A series of corridors and narrow trenches are flanked by massive photon cannons — brief warnings of their approach are given! As you proceed, massive shield doors open to reveal the extent of the base, while pillars rise to smash your craft.

CRYSTAL TIPS

Throughout each level, the Silpheed encounters free-floating crystals. By shooting these a bonus item is released. The movement of the bonuses makes them hard to collect, but they should be pursued:

DIAMOND



BONUS POINTS

GLOBE



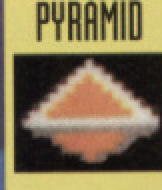
REPAIR SHIELD DAMAGE (VARIOUS VALUES)

HEXAGON



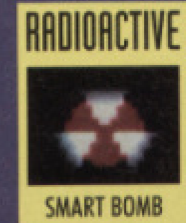
NEW SHIELD

PYRAMID



OPTION ENERGY BOOST

RADIOACTIVE



SMART BOMB

POLYGON



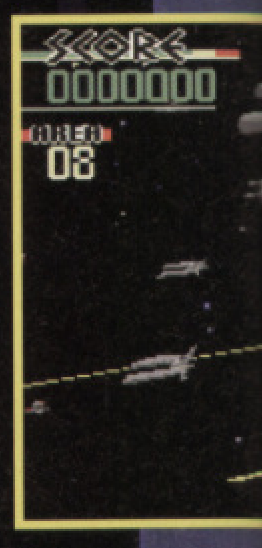
PERIOD OF INVINCIBILITY

BARRIER OF PROTECTION

The Silpheed's shield has five gradations, denoted in the top-right corner. Collisions with bullets and asteroids cause one unit's damage, but bigger impacts may be more destructive. When the shield is gone, further collisions cause system damage — first engines and then optional weapons are lost

VIII:THE FLEET

Sectors V, VI & VII are classified — left for you to discover. However, Sector VIII is the first climax of the game. The SA-77 intercept a massive dreadnought fleet, on its way to destroy Earth's fugitive command. A vast sequence of space pyrotechnics follows — ships explode in a shower of criss-crossing laser. Zacarte's lumbering giants display the weakness of their bulk compared to the hornet-fast attacks of the Silpheeds. Now onto Earth.









▲ *Aaaaieee! My beautiful new interstellar motor home!*



COMMENT



RICH

Silpheed is simply the most impressive game ever released for the Mega-CD. Why can't all CD products be as amazing as this? The Mega-CD's hardware is immediately put to good use, with some absolutely awesome intros and atmospheric CD sound. The in-game graphics are better still with awesome space fleets, alien planets and fabulous space stations. After this, the Galaxians-style gameplay may seem a little bit of a letdown. However, the blasting action grows on you and with each level completed, the alien legions gain even more speed. By about level five, the action is incredibly fast and intense — and the jaw-dropping graphics are reward enough to spur you on to attempting to complete the next level. Silpheed is one of the greatest shooters I've played in a long while — and an ESSENTIAL buy for Mega-CD owners.

IN THE MAKING

Silpheed has been in development for two years at Game Arts— about as long as the Mega-CD has existed. That time has gone into the constructing of polygons, using the co-processing powers of the Mega-CD. MEAN MACHINES readers might not want to extend that two year wait any more than is necessary, but be warned: Silpheed works with a PAL Megadrive/Mega-CD and CDX, but the CD soundtrack jumps constantly and the game is noticeably slower. The official version should rectify these faults. So our advice would be to hang on.

▲ *It's getting well hairy, midst the girders of the dreadnoughts.*





PRESENTATION

93

▲ Stunning, with intro sequences for levels and weapon selection.
▼ Only two difficulty levels, and a couple of continues short of what's necessary.

GRAPHICS

97

▲ Eye-popping polygons of amazing complexity, speed and smoothness. A believable virtual world.
▼ Some of the enemy ships and bosses are mingy to say the least.

SOUND

93

▲ Thumping 'spacy' soundtracks in the rear.
▼ Some of the speech is quite fuzzy, due to the strains of too much data transfer.

PLAYABILITY

90

▲ From the first level you know this is no walkover. The backgrounds really add to the game.
▼ The gameplay is pretty shallow, and if only the polygons were more interactive...

LASTABILITY

87

▲ The game is extremely tough. It's something you'll come back to just for the scenery. The urge to explore is massive.
▼ Constant death at the higher levels is very off-putting.

OVERALL

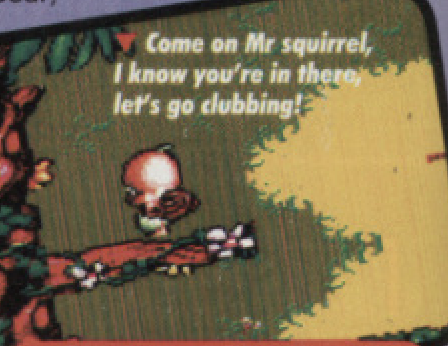
90

Silpheed is a synergy of the CD's oft-hidden powers, and the archetypal nerve-jangling shoot 'em up, and it works darn well.

CHUCK ROCK 2 SON OF CHUCK

When eating, sleeping and cacking your pants is the soul function of your life, it gets a bit dull — even if you are only six months old. Or so thought Chuck Rock Junior until his car company boss dad gets kidnapped by his evil rival and the youngster is forced to leave the security of his cradle and go out into the big, bad world of platform games.to rescue his dear papa.

Making his debut on the Game Gear, Chuckie boy toddles through four levels of nastiness, confronting terrifying dinosaurs and the like, picking up fruit and baby bottles and bashing bricks to get your way through before the final confrontation against the arch-baddie, Brick Jagger the defeat of whom wins freedom for dada.



Come on Mr squirrel, I know you're in there, let's go clubbing!

COMMENT



RICH

I really enjoyed the original Chuck Rock and this sequel is miles better, with fast, addictive platform action and some truly exceptional graphics. I would go as far as to say that this is the best Game Gear game I've played in months. A bit short on lastability and originality perhaps, but a fine game nonetheless.

With this mighty club, I do thee bash over the head a lot!

COMMENT

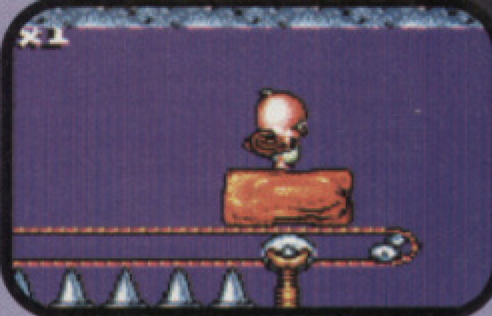


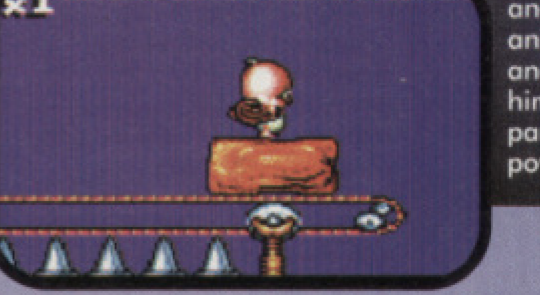
LUCY

Although lacking in originality, I thoroughly enjoyed Chuck Rock II. The graphics are bright and well drawn, the backgrounds sharp and Chuck himself well animated. The levels are quite large and challenging with lots to do and see — I think there could have been more of them though. Experienced games players won't get a hell of a lot out of this game on EASY level, but your average platform fan should take a look.



Don't worry be-nappied wretch, I won't 'arm you. Much!





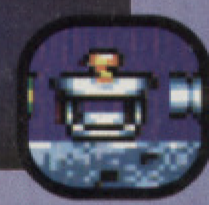
PROS AND CONS

Apart from a soiled pair of Pampers to protect his modesty, Chuck is naked unless you count the large club he carries and uses to thwart the enemies which include monkeys, robots, octopi, fierce flowers and dinosaurs. His progress is further thwarted by rivers of fire, acid leaks and boulders. Other animals are friendly and sometimes give him a lift over perilous parts and up to power-ups.

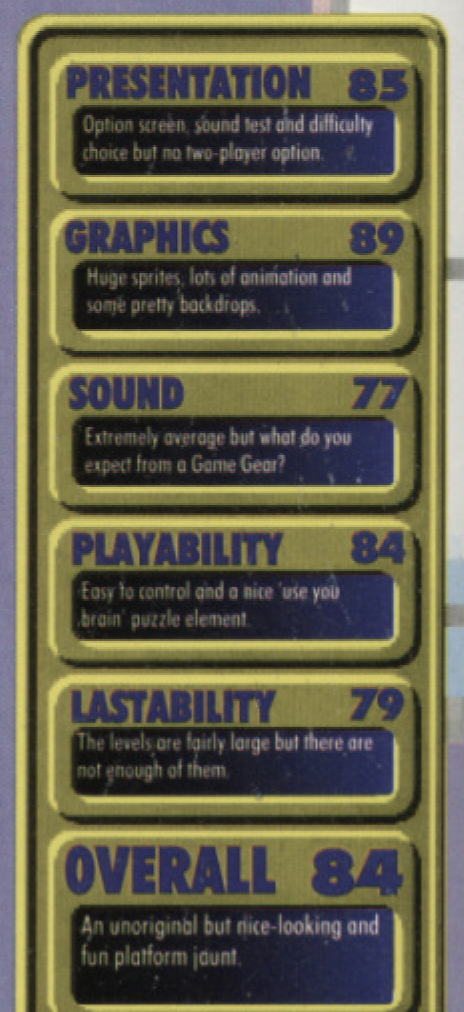


PICK ME UPS





To help him in his quest further, Chuck collects a number of handy items such as milk bottles to restore energy, sweets for bonus points which upgrade to an extra life when enough are accumulated, baby heads for an extra life, and bananas to bribe monkeys into helping him.



PRESENTATION	85	Option screen, sound test and difficulty choice but no two-player option.
GRAPHICS	89	Huge sprites, lots of animation and some pretty backdrops.
SOUND	77	Extremely average but what do you expect from a Game Gear?
PLAYABILITY	84	Easy to control and a nice 'use you brain' puzzle element.
LASTABILITY	79	The levels are fairly large but there are not enough of them.
OVERALL	84	An unoriginal but nice-looking and fun platform jaunt.


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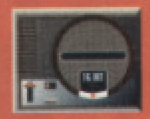
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OPTIONS

CONTROL: JOY PAD
CONTINUES: 2-6
SKILL LEVELS: ONE
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

LEVEL 3

ORIGIN

This is the follow-up to a Nintendo game which was originally based on a book. Apparently.

HOW TO CONTROL

The d-pad is used to control movement of both car and man. In the overhead zones it is four-directional. Up is also used to enter doors, and direct the gun turret on the tank.

- **A** Special Fire/Turret Left
- **B** Jump/Turret Right
- **C** Fire
- **S** Menu Screen/Pause

HOW TO PLAY

Fight through eight levels of radioactive mutants, find and kill the mini-boss and main boss, using the tool/weapon they leave behind to access the next level.

BLASTER MASTER 2

MUTANT NEVER

It's four years since plucky Jason defeated the Plutonium Boss and the radioactive mutants under the Earth. Since then our superhero has relegated his trusty super-vehicle, SOPHIA, to the garage, has taken to wearing shocking-pink hot-pants, dyed his hair blonde and become a hairdresser.

But right in the middle of administering a Number Two to Lionel Blair a ferocious electrical storm heralds the end of his snipping days as a freak lightning bolt strikes one of his hairdryers transforming it into a horrible being. Jason is knocked unconscious by a particularly vicious pair of curling tongs and, on awakening, discovers SOPHIA is in pieces and the lightning beings are burrowing to the centre of the Earth to knock it off its axis. Jason has to stop them, so after rebuilding his trusty machine...



Oh give me a home, where the buffalo roam, and the platforms fill up the sky...

ARM IN ARM

The inventory menu screen indicates how many weapons have been collected and used. Choose from here the special weapons for Jason or the vehicle to use.These may be replenished en route as well as red hearts to bump up the energy meter and gold stars for an extra life. The driller allows the player to bore through tough walls, the hover allows SOPHIA to fly and the jet-pack, Jason to fly alone.







Flee you sperms. Flee like the wind.

Woudst thou defy me, and my drill bit thingy, foolish earthling?







COMMENT

LUCY

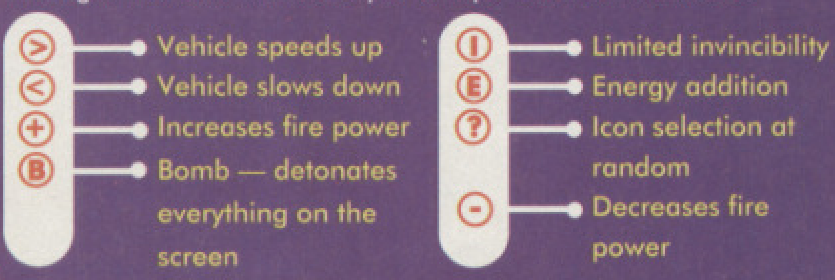
Although simplistic looking and, at first, uninspiring graphically, this is one of the best Megadrive games I've played for a very long time.There's so much to it! The levels are huge, varied and extremely challenging — there's no way you're going to finish this in a hurry. It's great to have lots of different kinds of gameplay — with the overhead view where you race around like a go cart, the side-view of Jason or his vehicle with a plethora of weapons at your disposal or the one-on-one combat against the bosses. The music and sound effects are great too. Quite simply, for shoot 'em up fans who are are a little tired of pretty graphics and limited gameplay, get Blaster Master 2 for a fun game that'll keep you hooked for ages.



Fiery tongued action from the depths.

OVER AND UNDER

Jason and his crate are seen from different perspectives depending on the section of the game. At times, Jason is inside the vehicle, seen from a side or overhead view. Small ladders and passageways indicate where Jason must leave the vehicle, whereupon he is seen on foot from a side-view. When he enters the lair of a boss he's seen in a larger side-view. In the overhead view there may be hidden passages which the vehicle can pass through. However there are power-ups to collect these are:



- > — Vehicle speeds up
- < — Vehicle slows down
- + — Increases fire power
- B — Bomb — detonates everything on the screen
- I — Limited invincibility
- E — Energy addition
- ? — Icon selection at random
- - — Decreases fire power



LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

BOOST, BOOST, POWER BOOST

On every massive level Jason must locate the lair of the mini-boss and batter it into submission. Once defeated, the beast hands over a special weapon that Jason needs to find the main boss. Once located, more battering ensues until the main boss hands over a weapon or object which allows our hero to enter the next level. These range from insulated armour that protects Jason through an impregnable electrical field, polarised shades to stop him going blind in volcanic caverns, drillers to bore through soft earth and dives that allow the vehicle to move through water.


3-WAY


FORCEFIELD


HEART


HOMING MISSILES


KEY


LIGHTNING


SPECIAL ARMOUR


SPECIAL WEAPONS


WARHEAD

COMMENT


GUS

Blaster Master 2 starts off as a singularly ugly piece of software. The box looks horrible, as do the first few screens, with bland sprites and chunk-esque backdrops. It's not until you're right into the second stage that you realise it's a lot of fun. Cleverly, there's a wide range of gameplay, with overhead maze sections, platforms, puzzles and boss-fighting. Even better, the graphics improve considerably as you progress, with some neat effects (check out the fire level). Although the concept looked bland when I started, all the features such as power-ups, special weapons and secret passages got me really involved. You do need to get hooked, because as you traverse later levels, that pile of continues shrinks ever rapidly. Personally, I wouldn't quite call Blaster Master 2 a Mega Game, but it's not far off it.



▲ *A bridge too far for the customised Milk Float?*



▲ *Lucian swerved to avoid the bat, sweat breaking on his brow. 'Phew that was close!' (© Blaster Master - the Novel by Mean Machine Force)*

PRESENTATION 85

▲ Nothing inspiring on the intro screens but they serve their purpose. You can bump up the credits
▼ A two-player option would have been smart.

GRAPHICS 87

▲ Clear, colourful with some huge sprites — they get even better as the game goes on.
▼ The graphics are basic when compared with the likes of Cool Spot or Rocket Knight Adventures.

SOUND 89

▲ Some great sound effects on the weapons front and the music fits the mood quite well.

PLAYABILITY 91

▲ Loads of variety and fun in the gameplay, the game's fast, the controls are responsive and the levels are huge.
▼ It does get frustrating being dragged right back to the beginning of the level when you die.

LASTABILITY 90

▲ Eight huge levels to explore and tough gameplay means you won't get through this in a hurry — and enjoy coming back for more.

OVERALL 90

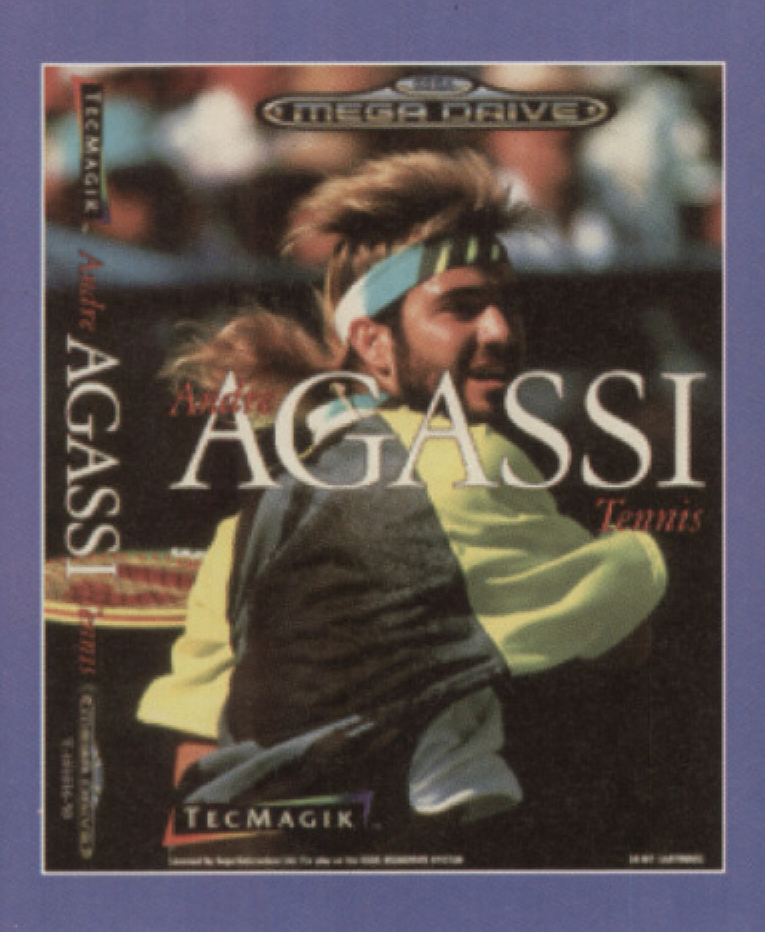
It's not a world beater on the graphics front but for challenge and addictive value Blaster Master II is a sure-fire winner.

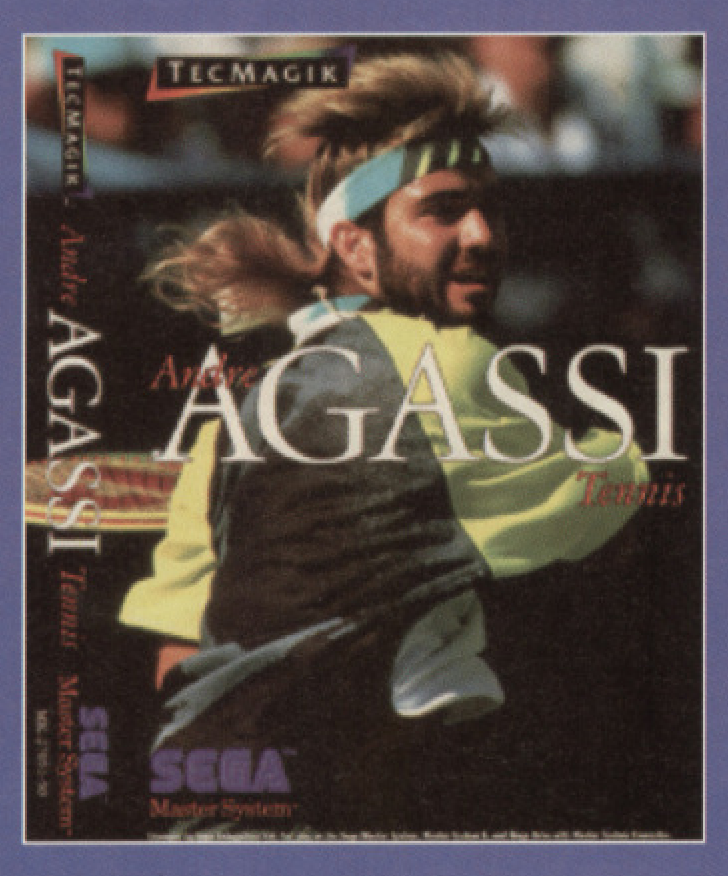
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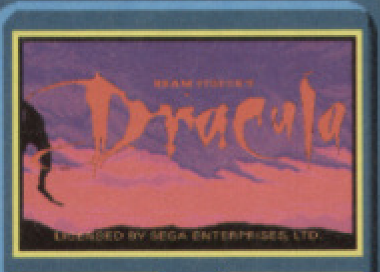




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PRICE	TBA
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OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: OKAY
GAME DIFFICULTY: HARD

1ST DAY SCORE

15,000

ORIGIN

Licensed from recent film. It bears an alarming similarity to previous Psygnosis game, Galahad.

HOW TO CONTROL

D-pad left and right moves Harker, down makes him duck.

- A Slash
- B Jump
- C Fire
- S Starts and pauses.

HOW TO PLAY

Either locate the exit or the boss on each stage. Find objects to help you defeat Dracula.

About 500 years ago the final, decisive battles between Islam and Christendom were being fought. Deep in eastern Europe, at the heart of the struggle, the Slav people relied on their courageous but utterly cruel leader, Prince Vlad of the Dracule.Though, he held the day in a great battle, his love, Elisabetta, was lost. Cursing ungrateful God he swore defiance of death. As it was spoken, he was condemned to an eternal state between life and death, with a craving for human blood. He became Dracula; Vampyr.

Centuries passed, but his presence remained. Now, in 1899 he is drawn towards England, and a young girl called Mina, the incarnation of his Queen. He has trapped her fiance, Jonathan Harker in his Balkan castle. Only by escaping can Harker warn Mina of the impending shadow, resting in the earth of Carfax Abbey.

BRAM STOKER'S Drac





◄ *Harker enquires about the whereabouts of his missing extremity.*

BOOK OF THE DEAD

Dracula is presented in the form of a story, taken from Bram Stoker's book. Each level is split into short 'chapters' that expand out of the pages. There are seven chapters in all, following Harker's escape from Castle Dracula; his refuge in the convent; killing the Undead Lucy, uncovering the lair at Carfax Abbey, and the final flight to Transylvania.

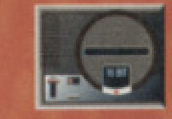


COMMENT



GUS

Count Dracula is feared throughout the world as a filthy abomination. Pity the game will be too. Psygnosis have produced such a tacky load of tripe it will freeze the blood in your bones. Okay, the gameplay isn't as infuriating as the Mega-CD version. But I don't rate the game any better, as it's just a rehash of their Galahad game, probably using much the same programming engine. Each level is a charmless platform monotony of finding a motionless sprite and then an exit. There's no logic, point or depth (or 'ambience' as the writer of the game's prodution notes likes to call it) to the game beyond that. For the most part the graphics are bland and inappropriate: Where the hell did the giant tarantulas, the barn, the scorpions, the zombies and the drunk-men-lying-at-the-bar come from? Not the excellent movie this supposedly comes from. A proper Dracula game could be blood-suckingly good: this just sucks.



GET ME OUT OF THIS!

Harker, having lost his Transylvanian guide-book, often finds himself lost in the assorted Inns, barns and convents he passes through. To reveal the exit he must find a friendly local. Strangely, this motionless figure thinks of an object, which is enough to uncover a pointy exit sign at another place in the level.

▲ A man lying on the floor, just like the movie.

FIENDS AND COHORTS

Along the way, Harker encounters Dracula's fearsome henchmen (women?) in end-of-level fracas. Each takes about eight hits to defeat. There's the evil coachman, who lashes with his ten-foot whip (oo-er!); the three Vampire Devil's strumpets — all cackles and flowing frocks; plus multiple manifestations of Dracula — as an old magician, and a young assassin — as well as a 20 foot high fireball spewing madman.





BITE THE BULLET

Harker found one of Dracula's antique swords, which he swishes about on command. Also to be found are small arms — pistols, rifles and dynamite — for stronger foes. But ammo is strictly rationed..



COMMENT

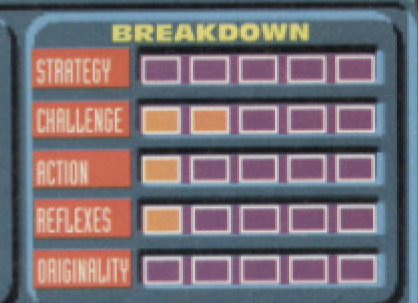


Dracula certainly is a horror game — the thought of some unsuspecting punter paying any amount of cash for this festering running sore of a cartridge scares me witless. On all levels it fails miserably. As a game-of-the-film it's hopeless. The superb, creepy atmosphere of the film has been replaced with a laughably crap B-movie ambience and the original plot has been altered beyond recognition to suit the completely bog-standard negotiate-the-platforms-and-beat-the-big-end-of-level-boss action. And as a game in its own right it's sub-standard, completely unoriginal and filled with annoyances. The controls are very sluggish indeed, things fall down from the ceiling without warning which makes the going very frustrating, collision detection is poor, the general game design and plot is crap, the sound is average, the graphics aren't much cop and attention to detail is shoddy — for example, when the main character walks up and down slopes his legs tread in mid-air, rather than on the ground. After a couple of sessions I felt no compulsion to play this pustulent, putrescent platformer any more. In fact, personally I think EVERY Megadrive platform game available is better than this. Even the irredeemably crud-infested Dark Castle...

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN



PRESENTATION 84

▲ The game has three skill levels, including a short training mode.
▼ The book graphics used for atmosphere fail miserably, because they look dire.

GRAPHICS 57

▲ Very Psygnosis backdrops, with detailed flecked patterns for wood and stone. Okay animation on some baddies.
▼ Most of the graphics look shoddy and rushed.

SOUND 67

▲ Some of the music is okay, and at least tries to develop an atmosphere. Ditto with samples.
▼ Some really annoying bland music and some crap effects.

PLAYABILITY 19

▲ There are plenty of things to slash at, there are plenty of gaps to jump.
▼ The slashy things, and the jumpy gaps are devoid of any essence of the Dracula myth, making it entirely academic.

LASTABILITY 19

▼ You'll play for about as long as it took Vlad to impale his prisoners. The agony could last up to a day... but then no more.

OVERALL 19

Let Dracula rest in peace, for it is truly written that it is a load of old cobblers, and fool is he who purchaseth it with the wages of sin. Amen.

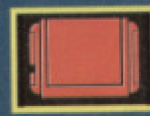

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PRICE	TBA
BY	PSYGNOSIS
RELEASE	OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: RAZOR-SHARP
GAME DIFFICULTY: EASY

1ST DAY SCORE

1,578,990

ORIGIN

Wiz and Liz are the creations of Psygnosis, and the main game is an original concept.

HOW TO CONTROL

Well, erm, there's not really much you can say about the control mode in this game. It's simply a case of running and jumping around. Simple.

- **A** Jump
- **B** Jump
- **C** Jump
- **S** Starts and pauses the game.

HOW TO PLAY

Enter each land and collect the rabbits within the time limit. Mix spells to gain bonuses.

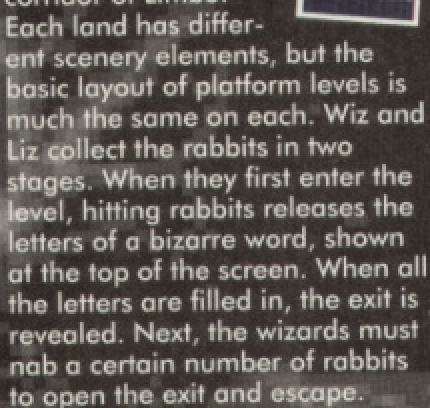


At the edge of the cosmos lies a forlorn rock which no one bothered to give a proper name to. One such case is Pum. Pum is the home of two dossers of the necromantic world: an old jaky of a magician called Wiz, and his meths-drinking incontinent old china Liz (and their collection of rabbits). Unsurprisingly, no one goes to visit.

Except one day, a strange spangly force erupted from their cauldron and seized all the rabbits, for use in a new Macdonalds 'Tastes of the Galaxy' promotion. Both sorcerers were heart-broken at the loss of the furry friends, and set to mixing a Gate spell to Burger Wodd, where the mammals were being held. A flurry of rabbit-grabbing is their objective in the 'hare-raising' collection game.

Intriguing...

RABBIT RUN



Rabbits are being held in a series of lands, located off doors in a corridor of Limbo. Each land has different scenery elements, but the basic layout of platform levels is much the same on each. Wiz and Liz collect the rabbits in two stages. When they first enter the level, hitting rabbits releases the letters of a bizarre word, shown at the top of the screen. When all the letters are filled in, the exit is revealed. Next, the wizards must nab a certain number of rabbits to open the exit and escape. Here, time is the enemy.

▼ *"Holly would, wouldn't she? Hollywood." To quote World Party.*



WORLDS APART



WOODLAND





DEADLAND



LUNARLAND



SNOWLAND



FRUITS OF THE FOREST

Rabbit picking has its own rewards. Bonus items float up from the pick-up point, and should be grabbed before they go out of reach:

STARS



Stars are used as currency in 'Ye Olde Magic Shoppe'. They buy fruit, time or lives.

TIME TABLETS



At the end of the round each tablet converts to three seconds of extra time.

BONUS LETTERS



These blue letters form 'Bonus' at the bottom of the screen, allowing entry to an item laden bonus round.

TIME PILL



One rabbit holds this, only releasing it in the last 20 seconds. It offers a vital 30 second reprieve.

MAGIC FRUIT



Each player has a fruit-o-meter. Rabbits release the fruit with each one collected increasing the meter, to the point where a magic item of that fruit is granted. Players stock their magic fruit back on Pum, to use as spell ingredients. But fruit spoils!

COMMENT



GUS

Psygnosis games are becoming very pretty. Wiz and Liz is so polished, you can practically see your face in it. The graphics are sharp, detailed and wonderfully animated. I also love the sound, which has dozens of boppy tunes with catchy melodies . But the game behind it all is astonishingly slim, if original. Without any enemies to hinder you, the game is a blinding rush against the clock. Fine, but apart from sharpening reflexes, there's no strategies to develop as you get further into 56 levels. Okay, the spell elements, the sub-games, and the bosses all add something, but the core of the game is very basic. The two-player mode is great fun, in a skill-less sort of way, a bit like computer 'Snap'. I really like Wiz and Liz at the moment, but I don't know if I will in a month's time.

'SHOPPE'-ERS PARADISE

Two shops are opened with the right spells. The magic shop allows you to trade stars for ingredients. Some of the higher-priced ingredients aren't found on game levels, and their spell effects are really powerful. The other shop offers hints, again for a star fee. Some are useful, but the cheap ones are pretty obvious!

▲ *A fascinating screenshot. Gee, thanks Oz!*

SPELLS TROUBLE

In between rounds, the wizards travel to Pum to mix spells. Any two fruit items make a spell (including the same types). Spells are mixed in the cauldron. There are dozens of spell effects, ranging from extra stars to extra time, hints, secret doors and sub games, or sometimes nothing at all. Mapping the effect of each mix is a crucial part of the game.



▲ *Outside Gary Harrod's home.*

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

SUB SUB

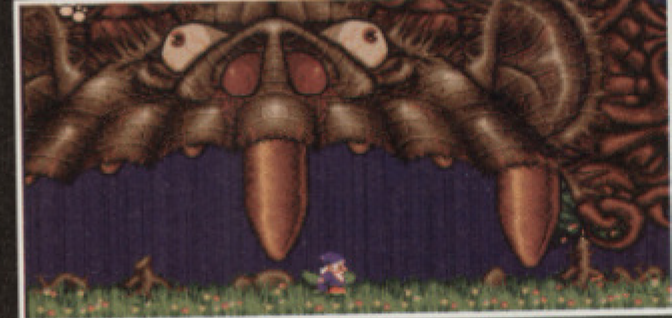
Games within the game are an integral part of Wiz and Liz. Old arcade favourites like Space Invaders, Pong, Breakout and Snake are hidden, requiring the right spell to reveal paths to them. Playing them is a way of boosting your score.



▲ *The basis for many mother-related jokes in the office.*







CLIMAXING

At the end of each set of lands, it is your reward/punishment to face a huge boss creature, and finally get to use some destructive magic. Look out for a killer Pot Plant, a Snake and a big skull with groping bits.

COMMENT



LUCY

Cute, fluffy lickle bunny wabbits? Pint-sized cutesy wizards, pwetty twees, birds an' flowers an' fings and music more nauseating nice than the Sound of Music— bleurgh, how sickening! Apart from the scenario, I quite liked this new offering from Psygnosis. After marvelling at the pretty graphics (and they are fairly special), I at first thought the gameplay was too simplistic — but then you realise that there's much more to the game than running around like a blue-assed fly — you can't finish the game that way and you actually have to use your bonce (it's just a question of whether you can really be bothered). The game really comes into it's own in two-player — mindless dashing around like crazy can be fun and is in Wiz and Liz. This game's not the classiest thing I've ever seen nor the best but it's a good laugh and worth a look.

TWO'S COMPANY

Wiz and Liz don't meet in solo games, but two may play head-to-head. The screen splits horizontally to show the action of both players. The aim is simple: get out of the level first. Players play for control of a fixed number of lands, with best of three rounds in each. There's no spell part to the game.



▲ *Gasp at the action-packed shot of the two-player mode. Shriek as C&VG's editor gets a name check.*

PRESENTATION 95

▲ Virtually flawless. Nice intro and options screen. One- and two-player games, game length and skill settings too.

GRAPHICS 91

▲ The wizard and rabbit sprites are brilliant, and the backgrounds for each land are well drawn. The split-screen is mega-fast and works well.
▼ Some graphics are a bit too small to spot easily.

SOUND 90

▲ A sort of Captain Sensible meets Erasure melange, which sounds ace.
▼ The cutesy music sets some teeth on edge.

PLAYABILITY 86

▲ The turbo-paced rabbit collecting is immediately compulsive. The head-to-head is a really good two-player game.
▼ Each of the 56 levels features similar and very basic gameplay.

LASTABILITY 80

▲ The two-player option is evergreen, and the hidden sub-games and spells encourage a lot of experimentation.
▼ The action is a bit two-dimensional and the only real enemy is the clock.

OVERALL 85

Wiz and Liz is a cleverly executed collecting game, which will grab everyone in the short-term. It's a bit too simple but there is more to it than meets the eye.



GUNSTAR HEROES



1-2 PLAYERS

PRICE	TBA
BY	SEGA
RELEASE	SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 4
RESPONSIVENESS: STAR QUALTY
GAME DIFFICULTY: TOUGH

1ST DAY SCORE

264697

ORIGIN

Gunstar Heroes takes its inspiration from a multitude of scrolling beat 'em/ shoot 'em ups.

HOW TO CONTROL

Push left and right on the D-pad and Red and/or Blue to run in those directions. Push down and they crouch or fire downwards — up and they aim skywards.

- **A** Weapon select.
- **B** Fire.
- **C** Jump.
- **S** Starts and pauses the action.

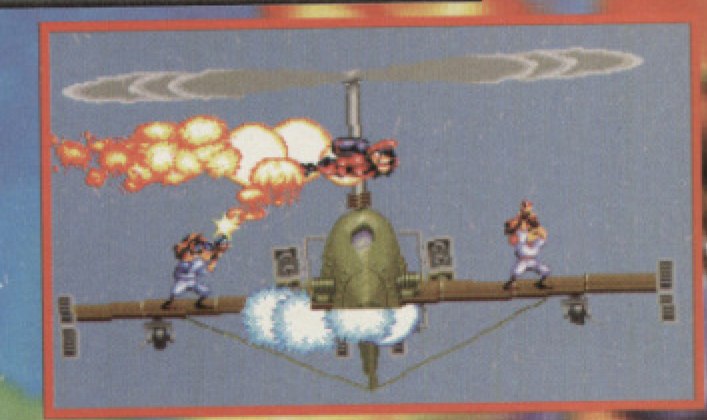
HOW TO PLAY

Take Red and/ or Blue through seven stages of platform/ shoot 'em up action. Shoot or kick everything that moves and collect power-ups.

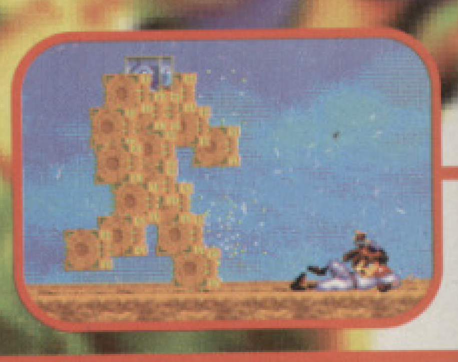
Some offers are just too tempting for their own good, and what at first appears to be the most lucrative deal ever often turns sour. The plot behind Sega's Gunstar Heroes follows a similar line to this, yet reads like some kind of bad gag:

There's this bloke called Green who has two friends named Blue and Red. Collectively this trio are known as the Gunstar Heroes — a mighty intergalactic fighting force that don't take no hassle! One day Black, a bad guy, hires Orange to bribe Green with the promise of eternal wealth. In return Green captains a mining expedition in search of four mystic gems that are rumoured to awake 'The Creator'. Unfortunately for Green, Black has quite a reputation for global chaos. Disgruntled by the whole affair, Red and Blue disown Green and take after Black's entourage as all this Creator business is surely a disaster in the making! Get it? I don't.

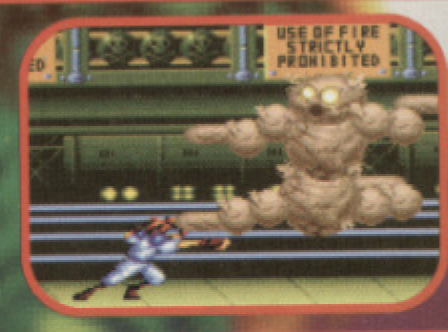
Experienced shoot 'em up fans have encountered challenges such as this in the past but never one so stylish. Gunstar Heroes takes one or two players through seven stages of frantic, high-density blasting mayhem.

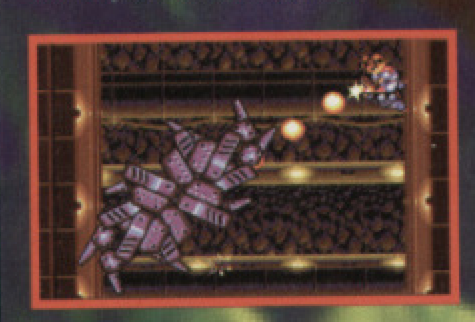


▲ *On the menu tonight we have roast baddie — chopped and sliced and lightly singed.*



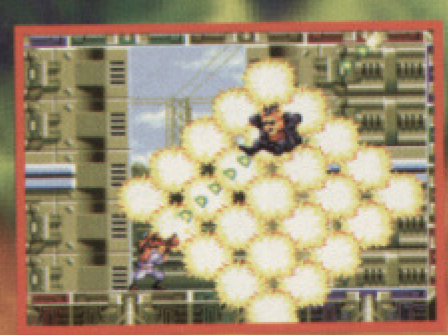


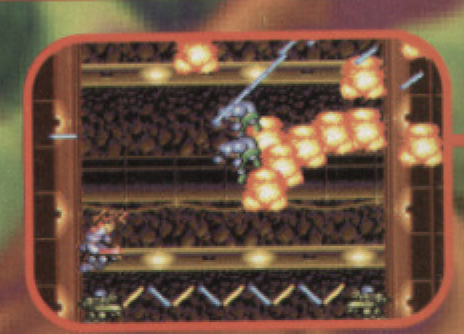






▲ *When inter-galactic ruffians start blowing up your tree house, you know it's time to act!*









DICING WITH DEATH



The fourth, selectable stage of the game takes place in Black's base. After blasting their way through the melee that protects it, Red and Blue encounter something that is unexpected within — The Dice Palace. Here is where Gunstar Heroes flies right off the sensible scale and lands in Chaosville for good. A board-game-like display is presented, a dice is thrown and the number dictates the fate of the player. Lucky heroes may find themselves in the 'Happy Item Room' where a small selection of weapons and energy replacements are laid out. Elsewhere things get rather more serious! 'Curry and Rice' — a kind of mutant Mr Puff Pastry — challenges Red or Blue to a session of unarmed combat. Valvalion is a swirling, golden serpent which traps an unwary hero under its coils. Finally Black makes his stand in a two-legged, bubble-car nightmare machine, tossing a dice to decide upon which form of pain he inflicts next. Help!

COMMENT



PAUL

So this is where all the video-game bosses go for a holiday is it?! Gunstar Heroes' fast-moving action is astounding. We thought we'd seen it all on the Megadrive but Sega, once again, ignore any preconceived ideas about their machine's limitations and call upon it to scale and rotate sprites all over the place. All characters are incredibly lively, there's no danger of finding any idle sprites in this game! Other than the path that Red and Blue tread, pretty much everything else on screen is alive and dangerous! The acrobatics that the central characters display add to the excitement and their determined stances strengthens the player's resolve in helping them win. Success isn't easy either, and there's no doubt that the completion of this game requires a lot of skill with a pinch of luck. The Seven Force is an absolute nightmare! Just like the kind of roller-coasters that bear warnings for people with nervous dispositions and the like, you'd better prepare yourself for a real white-knuckle ride with Gunstar Heroes because it's that amazing!

MEGA GAME

▲ *Please accept these metal rulers as a gift from me.*

FAST ACTION HEROES

At Red and Blue's disposal is an array of offensive moves that require some skill in their deployment:

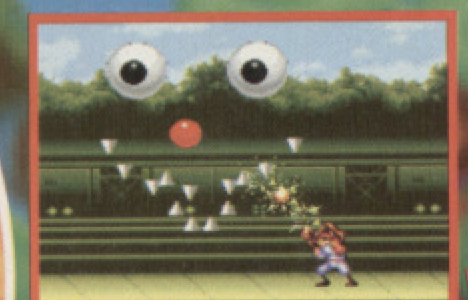
SLIDE-KICK: The lads dive feet-first at the enemies' legs, causing masses of bone-breaking damage!

JUMP-KICK: Larger enemies require a more elevated approach to their destruction. A jump-kick causes the same amount of damage as a slide but looks cooler!

PUNCH: The least impressive of all moves but still pretty useful against the likes of Curry and Rice (one of the bosses in Black's base)

HANGING: No, Red and Blue don't charge around with a noose at the ready! Their hanging tactics involve dangling from one arm whilst blasting their enemies with the gun in the other.

WALL-SPRING: Taking evasive action or simply gaining a high vantage point is possible by jumping Red and Blue onto then immediately off walls. Yowzer!



▲ *Let's face it — you don't have the guts for this line of work. Ho ha hee.*



COMMENT



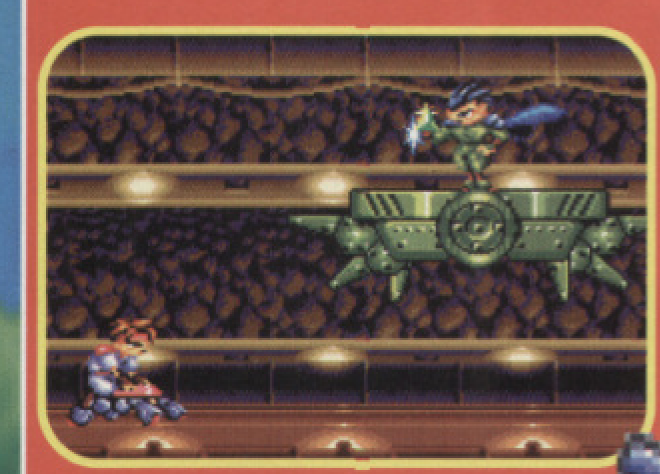
Gunstar Heroes is one of the most incredible games I've ever seen on the Megadrive. The graphics are fantastic, with an amazing depth of detail and a lot of attention paid to the animation. Later levels see remarkable displays of scaling and rotation that put even the Super NES to shame, such is their brilliance. The sound matches the standard of the graphics with a huge variety of crunchy, thrashy tunes holding the atmosphere of the action and really booming, echoing explosions. And for once the gameplay matches the high standard of presentation. There's so much variety in Gunstar, every level is completely different, going from a deadly board game to piloting a space fighter. There's loads of cool weapons too, which is just as well because there's zillions of enemies too. The two-player option really rounds everything off, and there's not so much as a hint of slow-down even when the screen is completely packed. Gunstar Heroes most definitely is Ribena, in fact, it's £5000 worth of Harry the Lime flavour. Camp outside your local software palace until this is released and buy it immediately.



SEVEN SEIZURE

One reason why it is essential to experience Gunstar Heroes first-hand is the appearance of the Seven Force. This seven-stage boss encountered in the Underground Mine scares you senseless! As a taster of what is to come here's a brief low-down on this multiple-monster, piloted by that scummy traitor, Green:

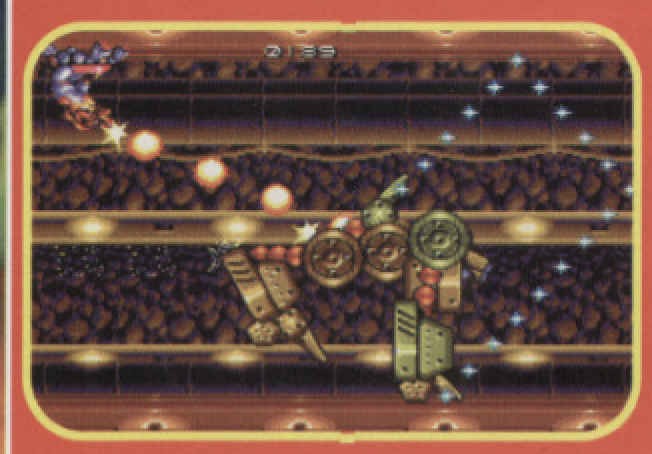
Soldier Force: Green swoops into view aboard a floating platform and immediately calls upon the power of the stones to form a two-legged, running machine that attacks by using its arms as boomerangs and an extendible battering ram.



Tails Force: Tails' somersault assault drains the heroes' energy away like crazy. Fortunately its Lightning Zap is less of a problem.

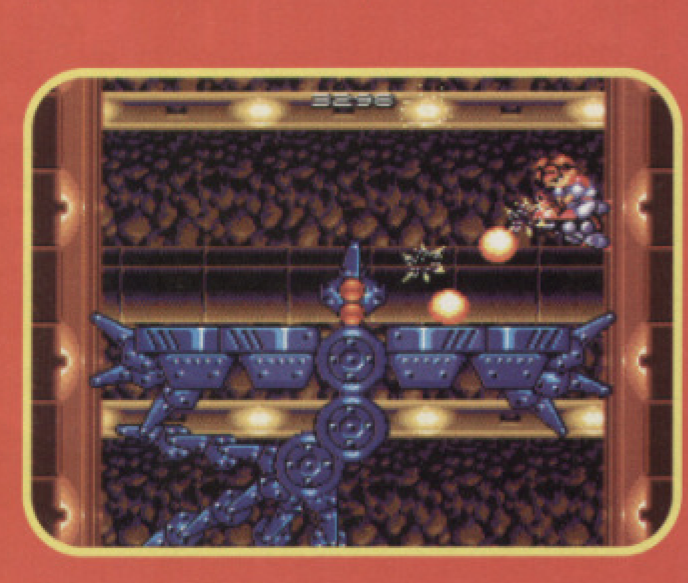


Tiger Force: This incarnation bombards the heroes with a sight-activated laser — once Red or Blue are locked-on they're for it, so it's best to keep them moving! Tiger follows this up with a Trace Zapper which predicts its trajectory with a fine guideline.





Eagle: A dancing eagle may look ridiculous but don't underestimate its power, especially as the performance ends with a spread-laser attack!





THE WEAPONS BIT

Of course there's the usual selection of weapons available to the heroes:

FORCE: A steady line of pulse-laser fire that is straight and to the point.

LIGHTNING: Tears through enemies quicker than Johnny Quick at a Quick Festival. Ahem.

CHASER: Makes life easy by seeking out the enemies itself.

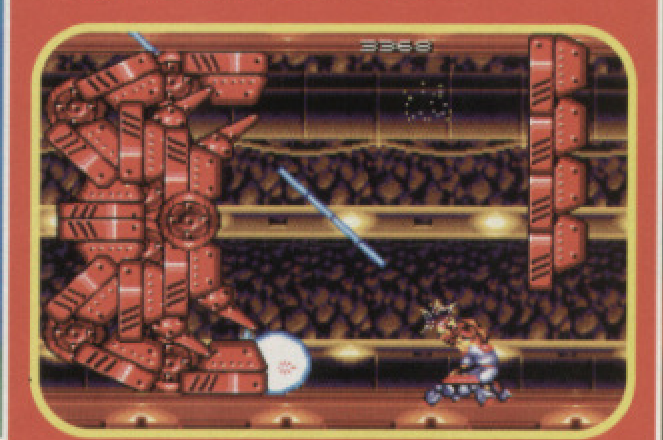
FIRE: Toasts enemies at short range and is very powerful. This is all well and good but the fun really starts when two are combined! That's right, the heroes are able to carry two weapons at once and may select between them at will. However, after witnessing the speedy demise of a foe to a Chaser/ Lightning combo things are never quite the same again!





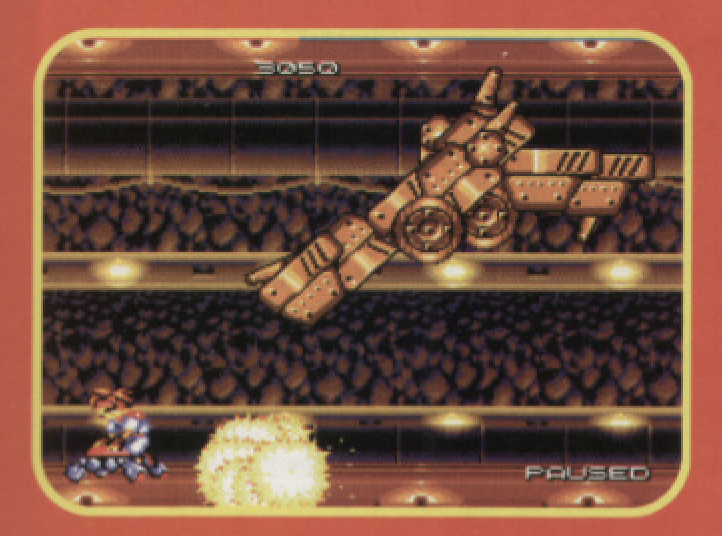
▼ *This is what I call 'ceiling' a relationship!*

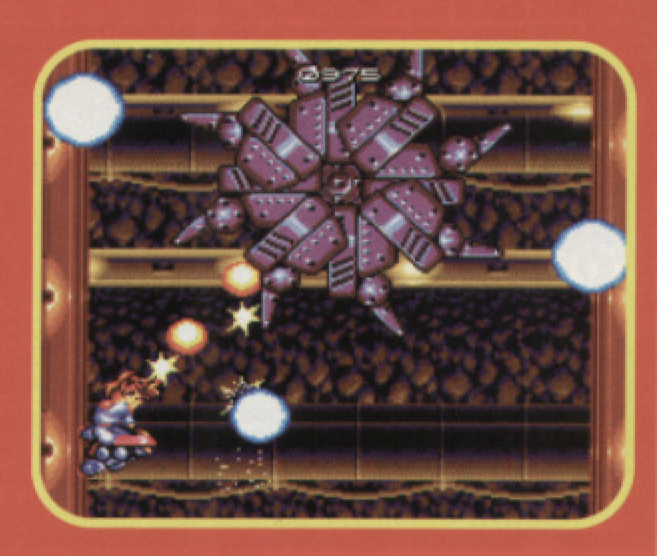
Crab: Finally, Green transmutes the Seven Force into a cavern-crushing crab, blocking the Heroes' way with Crash Mines, rows of Crushers, and Will o' the Wisps — balls of energy that drain Red and Blues'.



Blaster: By the time Green's tour de force reaches this stage he'd much rather just transform into an enormous gun and blow Red and Blue into oblivion. So he does.

Urchin: Urchins are usually associated with small, insignificant beings. This particular one is very large and as big a threat as anyone can handle at this stage in the game!





PRESENTATION 91

▲ The intro sequence grabs the attention and every stage is rounded off spectacularly. An options screen allows players to adjust both difficulty and control.

GRAPHICS 94

▲ Astounding! Seriously, this game ought to come packed with sedatives for all the exciting visuals it produces!

SOUND 93

▲ The music makes the Megadrive really groove. Turn it up, boyee! The sound effects come courtesy of Captain Cool too!

PLAYABILITY 92

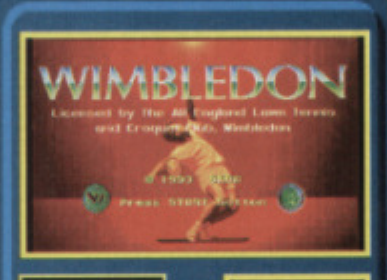
▲ Red and Blue's many techniques are exploited to the max! Discovering the many different ways Black's men bite the big one accounts for half the fun!

LASTABILITY 90

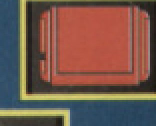
▲ The battle against Black's Forces is tough and spectacular game-play keeps you com-ing back for more even after com-pletion.

OVERALL 93

A stunning title both in appearance and the gameplay it offers. Gunstar Heroes sets a new standard for the Megadrive — for action titles at least.









PRICE	£39.99
BY	SEGA
RELEASE	SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

TOURNAMENT SEMIS

ORIGIN

Wimbledon is a game based around the world famous tennis tournament of the same name.

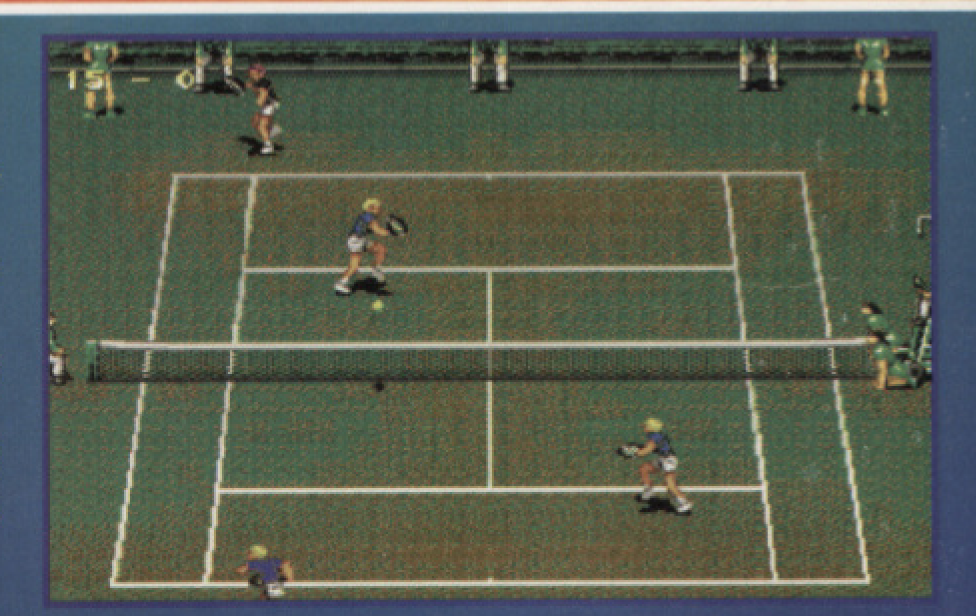
HOW TO CONTROL

HOW TO CONTROL: Use the D-pad to move your player around the court. Various shots can be obtained through a combination of button presses.

- **A** Strong Shot/Strong Lob
- **B** Normal Shot/Normal Lob
- **C** Easy Shot
- **S** Starts and pauses the game.

HOW TO PLAY

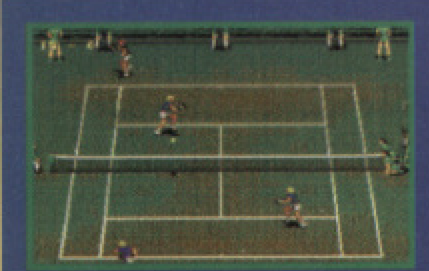
Hit the ball over the net. The other player tries to hit it back. This goes on until one person fails to return the ball. Then it all starts again.



Wimbledon. A name that is revered around the world. Why, just the very mention of it strikes up thoughts of — Wombles. Yes, those secretive little rodents that tidy up the Common for us clumsy, hairless apes. Making a use of the things that they find, things that the everyday folks leave behind. Ha ha, what busy little chappies they are, dressed in their little bowler hats and tartan shawls and led by dear, old Uncle Bulgaria. Why do we love them so much? Who knows, perhaps it's because they all sound like Bernard Cribbens. Then again, perhaps not. Whatever the reason, you can rest assured that when there's litter to be picked, the Wombles of Wimbledon are always on the job.

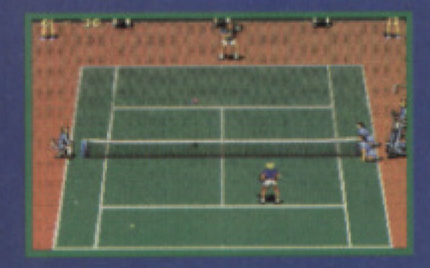
But of course, Wombles aren't the only thing that Wimbledon is famous for. Nope, there's tennis too. Every summer, the finest sponsors of instant coffee from all over the World travel to England in an attempt to win the most prestigious tennis title there is, the Wimbledon Trophy. And now Sega have released the official Wimbledon Tennis game on the Megadrive, licensed by the All-England Tennis Club itself. So grab your rackets, because it's time for Wimbledon!

WIMBLED





▲ *Ho hum. This is the green court.*



▲ *This is the indoor one...*



▲ *...So this must be the famous Wimbledon clay court!*

COURT IN THE ACT!

Of course, you don't have to play in the championship all the time. There's an exhibition match in which you can play just for fun. What's more, there's a choice of three types of playing surfaces to choose from. Naturally, there's a grass-court option, but this doesn't take place in the hallowed grounds of Wimbledon. Nope, there's a specially designed Sega & Mega grass-court available. Other surfaces include the bouncier Sonicyard hard court and the slower Uptails clay court.

COMMENT



TOM

It seems like a pretty daft idea bringing out a Wimbledon license months after the tournament. Still, it wouldn't matter if the game was great stuff. Unfortunately it isn't. The problem is it's just too slow. The players feel like they're dragging their heels and the ball sometimes drifts like it's in low gravity. Also, the movement of the screen is particularly bad and often the player at the bottom of the screen becomes cropped making it very difficult to receive the ball. And to top it all, the collision detection tends is a bit ropey. Many's the time when the ball is quite obviously out, but the Umpire (with his Davros-esque voice) fails to notice it. Overall, the game isn't that bad. The graphics and spot-effects are okay and it is fairly playable. There's already a better game available, Davis Cup. Buy that instead.





ROBINSON'S BARLEY WATER

There's tennis and there's Wimbledon, the most famous tennis tournament in the world. Sega's Wimbledon Tennis lets you take part in the championship against seven other opponents. Each has individual strengths and weaknesses in such departments as serve power, footwork, forehand and backhand control. Starting in the quarter-finals, the game progresses to the semi-finals and then finally, the centre court showdown. There's even a password option so that you can take a break from the tournament whenever you wish.

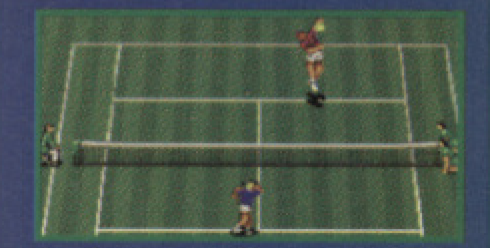
COURT DRAMA

To add to that realistic Wimbledon feel, the programmers have included a number of neat little touches. For instance, the audience claps at a shot, players break their rackets in irritation or prance around in joy and there are even those Robinson's Barley Water-drinking ball boys on hand to collect stray balls. What's more, the players even break out in a sweat when they take a smash right in the goolies! Kooyay! New balls please!



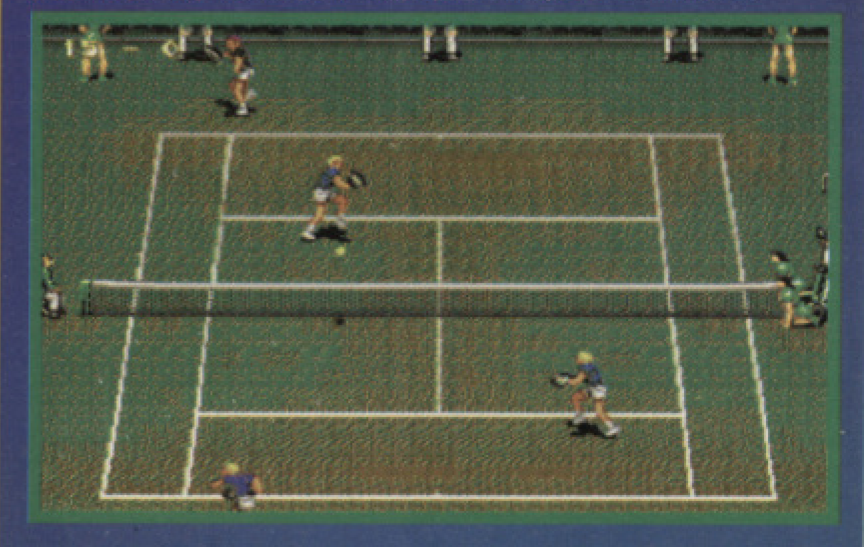
Wow! Pink and blue shirts. That Agassi chap sure started something!





FOUR-PLAY ON THE GRASS!

Most tennis games have a two-player option and this game is no exception. However, Wimbledon Tennis actually allows up to four-players to join in a game. Through the use of Sega's soon-to-be-released Sega Tap, a game of doubles can be played with four real players taking part. Beware though, four players may quadruple the action, but it can also cause severe trauma as you helplessly watch your inept partner spoon a vital shot.





COMMENT



RICH

Tom's right. Wimbledon has a lot of faults: sinister ball control, Master System graphics — I could go on forever. However, the game is better than Agassi Tennis in that hitting the ball is pretty straightforward and all manner of cunning shots can be executed with ease. The problem is that rallies last forever with the computer players having superhuman responses. In the end, what's the point of releasing this? Wimbledon is now long gone and Davis Cup (even without the four-player option) is loads better.

PRESENTATION 78

▲ Some smart selection screens and an array of good game-assistance features.
▼ Not enough in the way of options.

GRAPHICS 72

▲ Good-looking playing surfaces.
▼ Sprites with nervous disorders and some bad screen cropping.

SOUND 58

▲ Some good ball effects and audience sounds.
▼ Cruddy tunes and the umpire sounds like Davros, mastermind of the Daleks.

PLAYABILITY 70

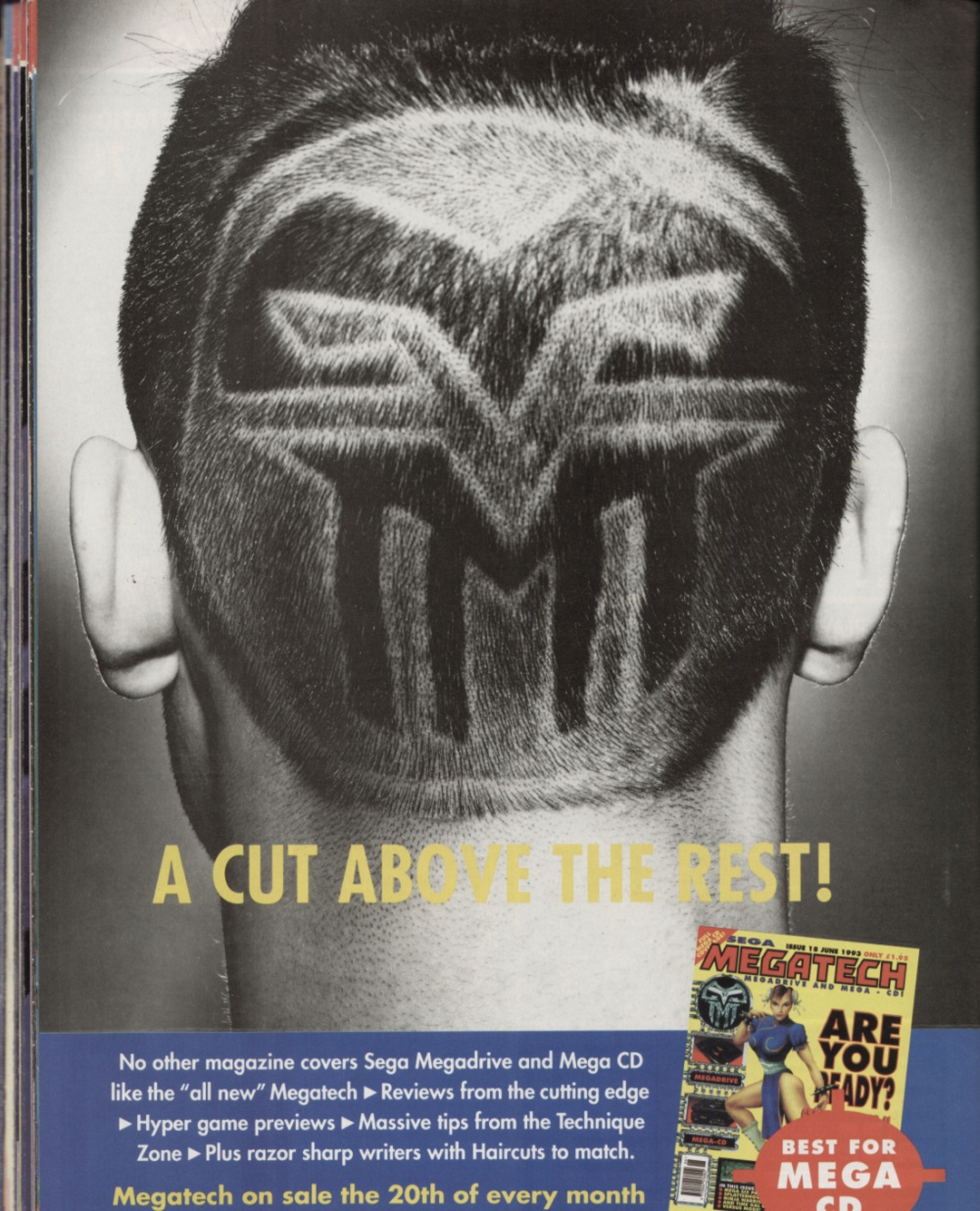
▲ Fairly playable. The on-court assistance features make it easier to get into.
▼ Screen-cropping can spoil play. Dodgy collision detection.

LASTABILITY 74

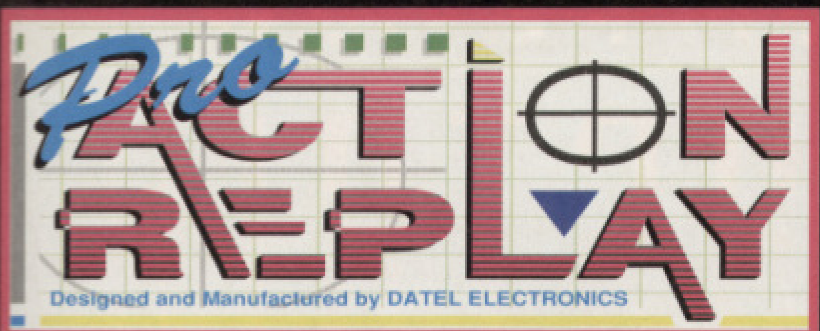
▲ Adjusting the skill of the players will prolong the challenge and there's the four-player option too.
▼ Lack of fast-paced action soon dulls the fun.

OVE 72

A reasonable tennis game marred by a few flaws. However, Davis Cup is a far more attractive purchase.



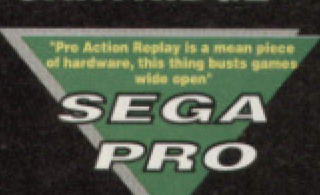
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POWERSTRIKE







PRICE £29.99

BY SEGA

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 4
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: HARD

1ST DAY SCORE

585,630

ORIGIN

A sequel to the original Powerstrike, from the team responsible for the 'Aleste' console shoot 'em ups.

HOW TO CONTROL

Jump and punch. Jump and punch using the required combination of button presses and joystick manipulation like the wind, old woman!

1 Fire

2 Alter Ship Speed

HOW TO PLAY

Shoot everything in sight, and collect bonuses to increase your ship's powers.

Reviewing Compile's new shoot 'em up first requires us to take a short history lesson. Step back to the 1930s, and The Depression. Can you imagine millions without work, prospects and the means to support their families? Of course you can, it's just like today. In those days there was only one thing for a cloth-capped, laid-off miner to do — build himself a futuristic space plane and label himself a 'sky pirate'. Next, he makes a packet by robbing all the wealthy travellers in the other futuristic planes that, er didn't exist in the 1930s. Okay, so the programmer's scenario is a load of cack, but it's irrelevant to the action of the game.

You play the part of a Pot Hunter, arch-enemy of the Sky Pirates, who apparently have invested a good deal of their ill-gotten gains in massive ground bases, fleets, laser-weapons, and all the other common contraptions of the early 20th century. However, ignore the desperate plot and get shooting, in this frenetic vertical blaster.



TERROR: LAND, SEA AIR!

Forces bent on your destruction come from all directions, straddled with all manner of armoury. A salty selection of their piratical vehicles:

LAND

STATUES
Like strange Mayan sculptures, these shuffle through the jungle, spewing bullets a-plenty.



SEA

THE FLEET
Pothunter flies above a dense shipping lane, packed with battleships. Multiple hits are needed to pull the plug on these chaps.



AIR

SKY SHIPS
Heavily armoured and heavily armed, their only weakness is their slow movement.



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

STRAP-ON FUN

As with most shoot 'em ups, you are initially provided with a paltry weapon. Improving on it lies in collecting pods that float by, with numbers attached. The number relates to what weapon type is found inside. Each weapon may be upgraded to be more effective. To upgrade collect the same numbered pod as a weapon you already possess. Here's the weapon chart:

FRONT CANNON



This is no extra weapon, but collecting the pod increases the power of your main gun.

SPREAD SHOT



A fan-shaped firing mechanism that widens as you upgrade. Good at low-levels.



POTTY BOSSES

A selection of mad machines await travellers who reach the end of the level. Rather than the sleek-with-lots-of-guns look, the Sky Pirates have opted for some lavish designs that resemble fish, Roman galleys and flying saucers.



Aw, don't shoot him, he looks too friendly.

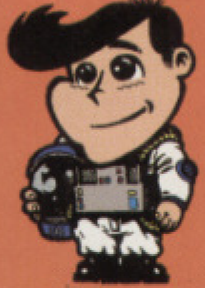
Now him on the other hand, you can go ahead and kill him. Go on.

COMMENT

PAUL

Powerstrike II is one of those rare games to savour, that makes the Master System perform beyond all reasonable expectations. The creators of Robo-Aleste for the Mega-CD have worked equal wonders on the 8-bit. From the first seconds of the game there are tons of deadly sprites flying about, plus the game plays at a break-neck pace. The graphics improve as the game progresses, with all sorts of novel effects and imaginative enemies. This is just a simple blaster, but one of such quality I'd say Master System owners must get it.

COMMENT



RICH

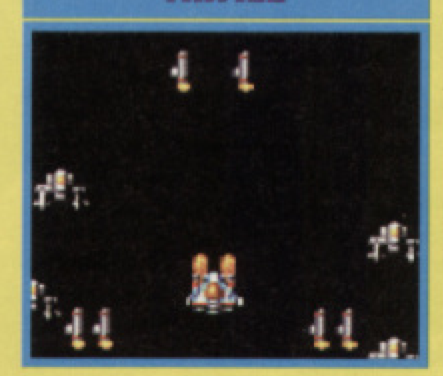
This looks and plays brilliantly and is definitely the best scrolling shoot 'em up for the Master System. The graphics are truly superb, with great definition, very smooth scrolling and masses of enemy sprites — with little or no sprite flicker whatsoever! It's an excellent blaster and tough to master too. Put simply, Powerstrike II is an essential Master System buy.

DETONATORS



Plasma bolts which detonate upscreen and spread out for some distance. After upgrades this is a massively powerful weapon, but it starts out slow and weak, leaving you vulnerable.

MISSILE



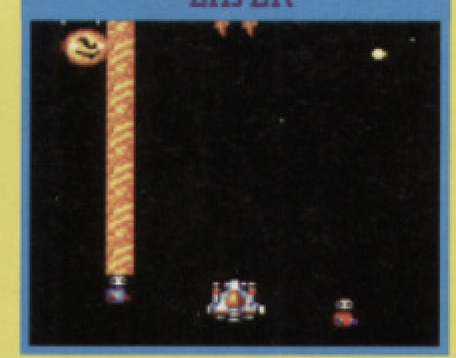
A clutch of impact missiles follow a crisscrossing course up the screen. Fast, powerful and one of the better weapons. Powers up to a six missile max.

HOMING MISSILES



Side-mounted missiles seek out the nearest on-screen targets. At low levels this leaves you vulnerable.

LASER



A solid beam weapon that looks impressive, especially when upgraded. A maximum of three 'options' may be tagged onto your ship for quadruple lasers.

PLASMA



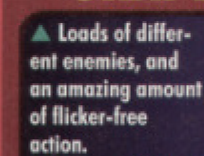
Circular energy 'blobs' scoot out and attack the nearest target. This is an erratic and weak weapon and best avoided.

PRESENTATION 86

▲ Four levels of skill make the game accessible to all levels of player. Intro and other options.

GRAPHICS 88

▲ Loads of different enemies, and an amazing amount of flicker-free action.



▼ Some of the backgrounds are a little fuzzy, making bullets hard to spot..

SOUND 90

▲ Great accompanying tunes which sound just like coin-op blaster music. Excellent sound effects.

PLAYABILITY 92

▲ From the first moment, the frantic, but fair action drags you in totally. There is no lull.

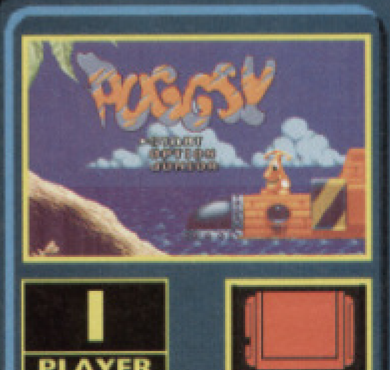
▼ Restarting without your assembled weaponry is a hellish proposition.

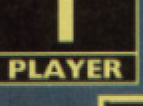
LASTABILITY 93

▲ The action starts to get very hot indeed, and there's a massive four megs of Powerstriking in the cart.

OVERALL 92

A completely berserk blasting classic that breathes new life into the Master System In a different league from other Master System releases and an utterly essential addition to your collection.







PRICE	TBA
BY	PSYGNOSIS
RELEASE	OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 2
RESPONSIVENESS: GOOD (BUT QUIRKY)
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

REACH LAKE

ORIGIN

Puggsy is an original character. The game incorporates old platform elements with a new puzzle-based environment.

HOW TO CONTROL

Left and right moves Puggsy in those directions. Up helps Puggsy jump, down in mid-air makes Puggsy bottom-bounce. When a carrying an object, up and down adjusts the height at which Puggsy carries it.

- **A** Use Object
- **B** Drop/Pick Up
- **C** Jump
- **S** Pause

HOW TO PLAY

Reach the craft by finding the exit to each level. Using objects to solve puzzle is a vital part of exit-finding. Unfriendly natives patrol each level.

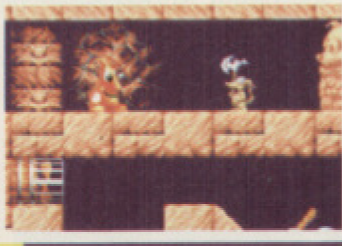
PUGGSY

Puggsy had been worrying about his spacecraft since passing the crab nebula. The engine had been making ominous sounds for about three microns now. No wonder, the wooden-hulled crate was well past it (Puggsy had considered dumping it at the Little Chef on Alpha Centauri and hot-wiring a Ford Space Escort XRi). But instead, our law-abiding, lobe-lugged friend had soldiered on — and the approaching crash-land on a nameless planet was his just reward

After a watery landing, Puggsy found his ship surrounded by some very curious raccoon people. Puggsy had hoped the mammalian natives would assist him in returning to space, instead they steal his ship and place many (levels of) obstacles in his way. Oh well, phasers set to kill...

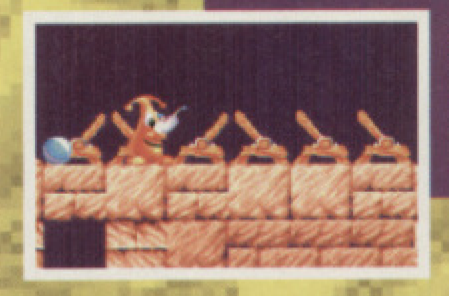
A LOAD OF BALLS

One short chapter from Puggsy's travails occurs in the Redwood keep. Faced with blank walls and no apparent exits, Puggsy conspires to use a load of balls to escape. Read on...



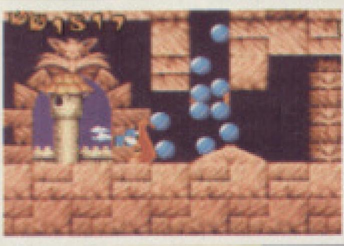
FAN CLUB

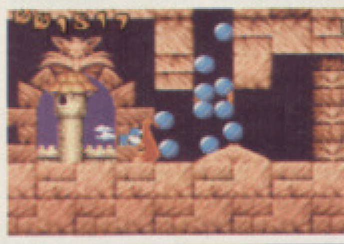
A group of blowers separates Puggsy from a mysterious blue key. Reaching it means using the beach balls.



SWITCH PALACE

Puggsy finds a suspicious row of switches. The remote device lets him see what they do.



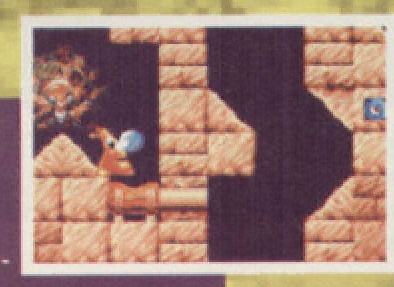


KEY WEST

A tube of minty-looking balls is unleashed by the key.

CLEVER OR WOT?

The right arrangement of switches, a ball dropped through the gun, and the wall disappears!







SPLINTER TOWN

ISLE BE THERE

The landmass that Puggsy has alighted on is a compact island, which covers an intriguing range of habitats and climates. As Puggsy progresses into the interior, the levels become longer and filled with more hazardous natives. Finding each doorway blazes a fresh trail on the map. As some levels have more than one exit, causing forks in the trail Some trails lead to dead ends, others to short-cuts.



THE PYRAMIDS



THE BEACH



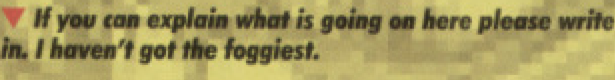




ICY MOUNTAIN



REDWOOD KEEP



If you can explain what is going on here please write in. I haven't got the foggiest.

COMMENT



GUS

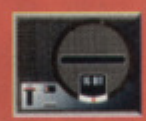
Space aliens, bum-bouncing and platforms. Sounds like recipe for disaster. Well, Puggsy is no such thing, in fact, it's crackin' ace! That's a conclusion you might not come to immediately, since mastering the control method is a struggle early on, and some of the early levels are bland and untaxing. From the beginning, though, the graphics cannot be faulted — they are truly excellent in detail and design (although Puggsy himself is a tad nondescript). Just bear with the game and it soon provides taxing, logical puzzles that are very satisfying to solve, and show some imaginative game structure for once. Even better, the difficulty level increases quite sharply, so the password system doesn't spoil the game. This is the first real arcade adventure since Ecco, and knocks spots of previous Pygnosis efforts like Shadow of the Beast I & II. An island well worth exploring.



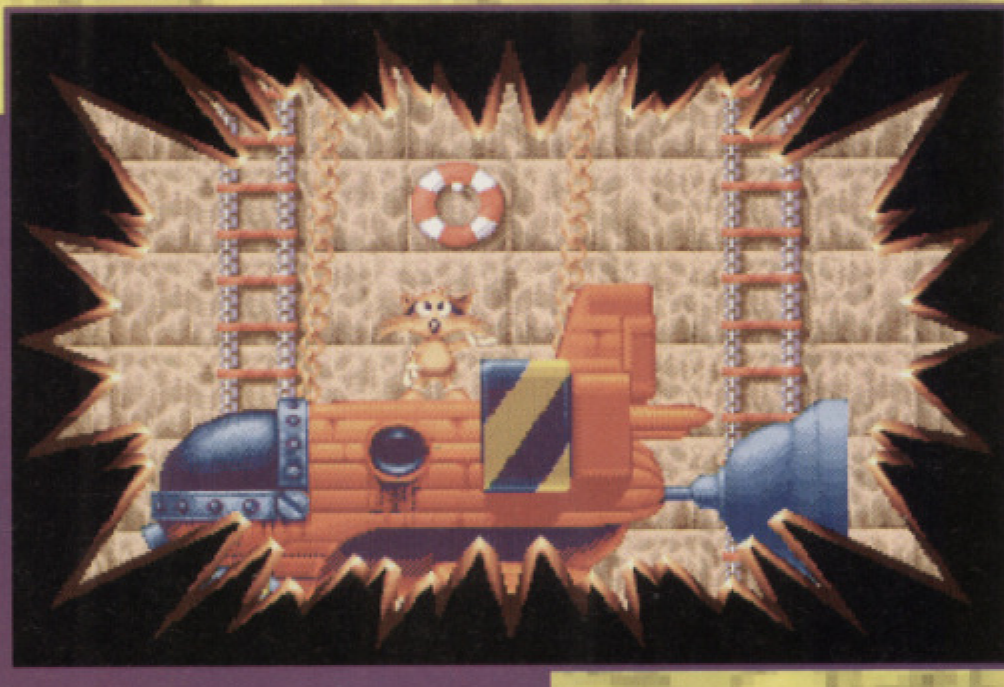
Well this is the house of straw so where are the three little pigs?

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■■■□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■■■□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	■■■□□







COMMENT

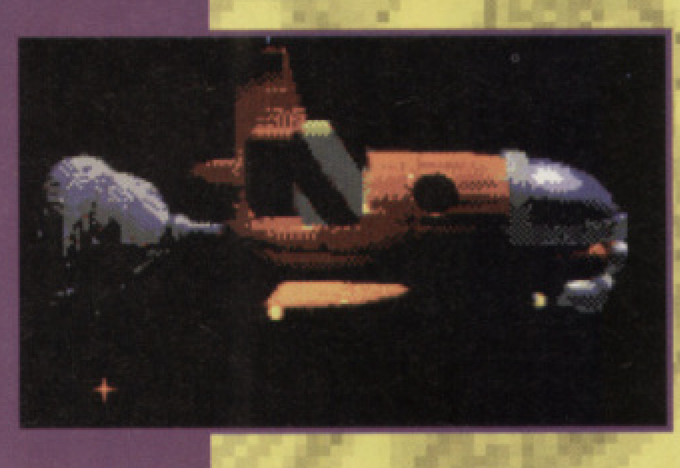


LUCY

Visually, Puggsy is a dream — the backgrounds are magnificent and the sprites are large and well animated. I found Puggsy fairly tricky to control a lot of the time. It's a damn big game as well, with loads to do — only problem is, although there's masses of objects to interact with you don't really need to to complete the level so they end up being superfluous. The main thing you need to enjoy this game, apart from a lot of tolerance of the cheesy tunes, is a whole heap of patience because although, as Gus says, the puzzles are fairly logical, the actual execution of some of them drives you round the twist like when you're trying to cross a pit via some bouncing balls, will he stay on? Will he hell! I can envisage many people just giving up in disgust (as I did) but for arcade adventure freaks, this is definitely one you'll want to see.

SUPER FX?

Part of Puggsy's short intro is a space fly-past by his ship. Although it only lasts a couple of seconds, it's an eye-catchingly smooth piece of animation for the Megadrive, which got the whole team talking.









▲ *Thrill as Puggsy stands adjacent to a small, well-crafted wooden box.*



BOX CLEVER

Small hints boxes offer clues to what you should be doing. Open the box and a flickering outline of an object vital to solving the level appears.

DIANA DOORS

Points and lives are available if you take an object with you as you leave the level. Some rare artifacts are worth much more than a simple shell or a used gun. Search levels for valuable looking items.



DART GUN



FAST SHOES



LIFE



ANY OBJECTIONS?

Puggsy features a comprehensive system for manipulating objects — there can be up to 20 on a single level. Combining objects with others, or taking them to the right place yields points and may lead to further discoveries. Objects also react in a physical sense — with gravity, inertia and weight. When holding an object, Puggsy may not jump as far, depending on its weight; objects can be pushed or stacked with others. This makes it important at what height Puggsy carries the object. One final trick is using an object to pull Puggsy over a ledge. He can get a grip on a wall or platform and then leap over.



▲ *Puggsy shows his purple handbag to a fan. Intriguing.*



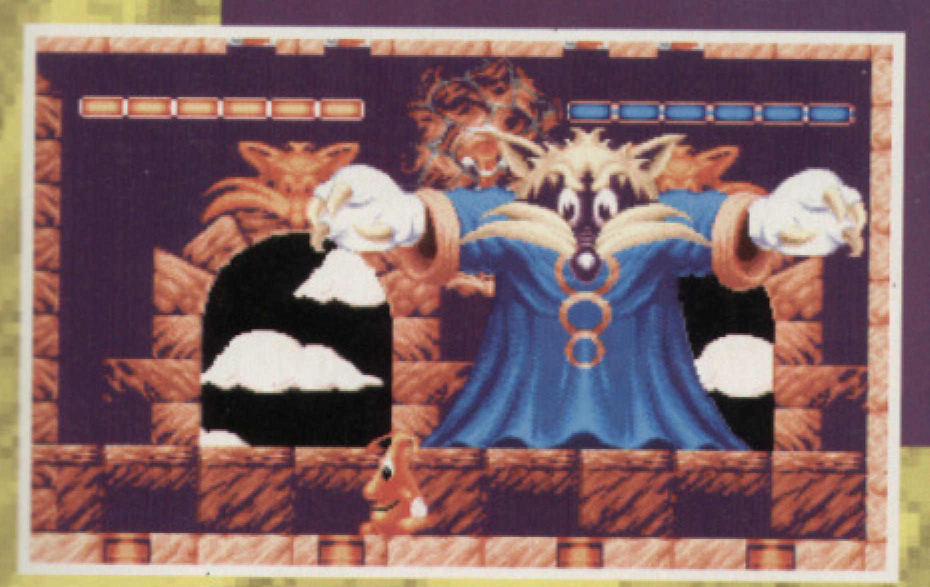
▲ *If... If only Puggsy could just insert the key in the lock...*

▲ *Keep an eye out for levitating whelks.*



TAKE ME TO YOUR LEADER

Each area of the island has a boss controller that blocks Puggsy's progress. There are five in total, including a pirate parrot on his rocking galleon and a massive raccoon King who has the Beadle-esque ability to drop his hands at will. Polly needs to be slapped with a wet kipper, but killing the King is done by using a complex set of switches and rolling balls.



◀ *I don't know. I think it's a little too short in the arms. What d'you reckon Puggsy. Oi pay attention!*

PRESENTATION 93

▲ A wonderful intro shot, and very pretty presentational knobs and whistles. Also, a password system which doesn't ruin the game.

GRAPHICS 92

▲ The visuals have that familiar Pygnosis feel - flat but intensely detailed and a bit rustic. These work better than on any other of their games.
▼ Sprite animation (except on Puggsy) has a low priority.

SOUND 82

▲ Pleasant enough tunes and FX.
▼ The music never seems to add any atmosphere or reflect the setting.

PLAYABILITY 90

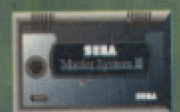
▲ The puzzles are always logical, but sometimes devious. Shooting the animals is just as much fun.
▼ Requires some patience, as some puzzles involve a lot of to and fro-ing.

LASTABILITY 87

▲ 17 different areas, and the game becomes much harder.
▼ Curiously, some levels don't need to be fully explored to be completed. The bosses are quite simple to overthrow.

OVERALL 89

A sterling arcade adventure that rewards patience and perserverence. One to get into, and Pygnosis' best effort yet.





1 PLAYERS

PRICE £29.99

BY SEGA

RELEASE NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: FOUND
SKILL LEVELS: 1
RESPONSIVENESS: OK
GAME DIFFICULTY: HARD

1ST DAY SCORE

1,545,000

ORIGIN

Flash is a DC Comics character; this is a platform game. Contrast and compare...

HOW TO CONTROL

The D-Pad moves Flash along the platform. Up and down makes him jump higher or drop to lower platforms.

1 Spin/Molecule Attack

2 Jump

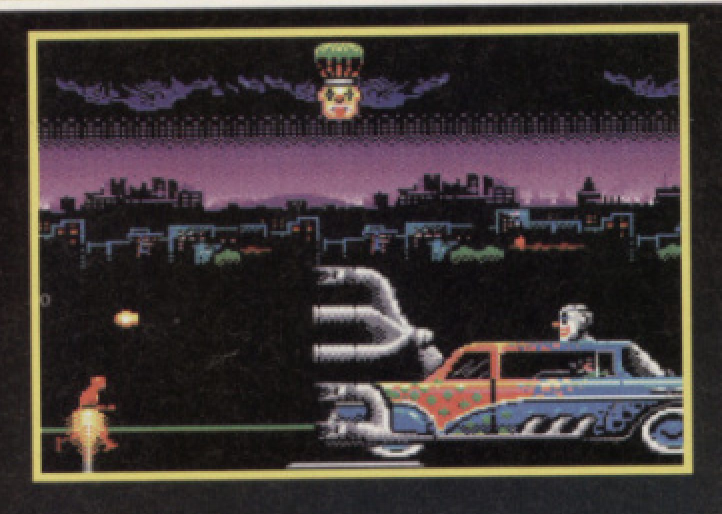
HOW TO PLAY

Reach the exit sign of each level to confront the vehicular boss. Collect flashes and block bonuses.

THE FLA

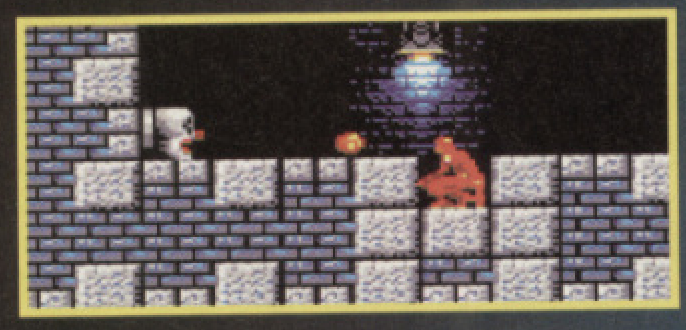
Pity the minor super hero. While Super Man and Spider Man flaunt themselves on the Comicworld stage in cape, tights and spandex, more modest characters like the Flash receive scant recognition. At an early age he discovered he was the fastest 'thing' in the universe, which meant he always won the Egg and Spoon on school sports day.

But even though he grew up using his powers against the forces of evil, he never got the recognition of his DC and Marvel counterparts. He became a specialist hero. Thinking it was because he sounded like a disinfectant, he even considered becoming 'Jeff', until the famous non-scouring cream cleaner appeared. Probe's surprise Master System release could be his final chance to steal some glory, as he battles The Trickster, so chase him.









CITY CENTRAL

The Flash's headquarter's are at Star Labs, located in the heart of Central City. His surveillance babe alerts him to the acts of the Trickster, who is systematically robbing the gem vaults for campaign funds.



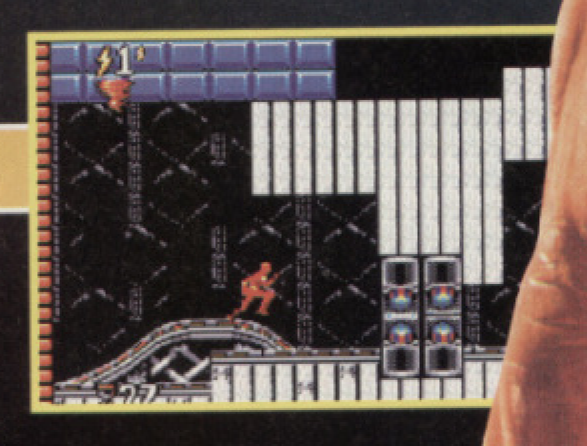
FLASH IN THE FRYING PAN

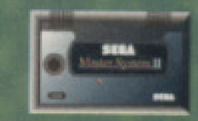
Flash starts off in the inner city, in the midst of the Trickster's campaign to be elected mayor. Thugs are waiting on the rooftops for our speed freak, throwing bottles of Becks and potato peelers when they see him. Flash has to watch out for the spiky traps that lurk below innocent-looking pavements. Plus the threat of the deadly traffic cones!



FUN FACTORY

The second levels are set in a theme park which is more unfair than Fun Fair. Flash is at home on the Switchback, but flying saucer patrols lurk. Crusher gates must be negotiated on this level, but both sections have nifty secret passages that bypass most of the dangerous bits.





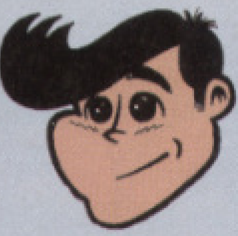
COMMENT



GUS

Sometimes games lie upon a knife-edge of like and hate. I've felt both ways about Flash whilst playing it. It looks quite good for a Master System game, not as polished as Mickey Mouse or Sonic, put plenty on-screen and fast-moving. The levels are large and have more than one route, which gives a sense of space and freedom to the game. Secret passages, and a range of bonus items add variety to the speedy platform format. Right, that's the like part. But sometimes this game is bonkin' infuriating! The traps can be nasty, and the aims of some levels obscure. Some hair-tearing is guaranteed. Occasionally it looks and plays crap, but on balance Flash is really quite cool.

COMMENT

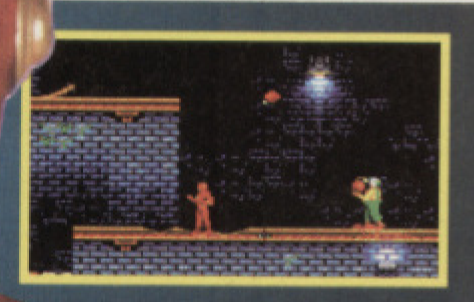


RICH

I agree entirely with my reviewing comrade on this game. The Flash is a fast, highly playable platform romp with some decent, well-defined graphics and okayish sound. Whilst some liberties appear to have been taken with both the character (The Flash is a lot slower than his comic counterpart) and reality (Flash symbols and spikes in city streets?), the game has got it where it counts. Yes it is a tad frustrating at times, but it's almost certainly one of the better Master System games we've had in for review recently.

ASH

MUCK AND BRASS



The smelly third level is set underground. Carved heads shoot ankle-level flames, and other chiropody problems await a Flash who runs across the rows of teeth. Finding the exit becomes a hunt for the obscure, requiring sewer skimming and lever-pulling.

FLASH MAN

Flash's powers are based round speed. He can jump buildings, sometimes needing the aid of springs. Pressing the direction of movement twice puts on a super spurt. His first attack is a spin move, which wastes most enemies. Flash also carries a molecular disruptor, which kills from close range.

LONG TERM REPORT	
HOUR	■ ■ ■ ■ □
DAY	■ ■ ■ □ □
WEEK	■ ■ ■ □ □
MONTH	■ ■ □ □ □
YEAR	□ □ □ □ □

BREAKDOWN	
STRATEGY	■ □ □ □ □
CHALLENGE	■ ■ ■ ■ □
ACTION	■ ■ ■ □ □
REFLEXES	■ ■ ■ □ □
ORIGINALITY	■ □ □ □ □

PRESENTATION

78

▲ There's a lot to each level.
▼ The graphics aren't very polished, and looked tagged together.

GRAPHICS

82

▲ The sound programmer has at least experimented with funky grooves.
▼ Sadly on the MS, the blip-blip effect reigns supreme.

SOUND

75

▲ The speed is certainly in blue hedgehog territory. Challenging, levels too.
▼ Frequently annoying, and some crap levels.

PLAYABILITY

86

▲ The control method is very straight forward. This makes exploration very rewarding!
▼ The RPG overtone to the battle scenes isn't as accessible as the usual beat 'em up fare.

LASTABILITY

81

▲ Enough levels and baddies to send a thousand Flash's to game heaven.
▼ Discovering the secret passages shortens the game. Levels are easy to learn.

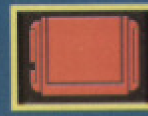
OVERALL

84

A solid platform game with meaty levels and a good control 'feel'. Nothing 'flashy' in terms of presentation, but there's plenty of game in there.









PRICE	TBA
BY	CORE DESIGN
RELEASE	SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: EARN 'EM
SKILL LEVELS: 3
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

level 5

ORIGIN

You'll never guess what—this is the sequel to Chuck Rock believe it or not.

HOW TO CONTROL

Anyone who's ever played a platform game should have a fair idea — on the D-pad press left for left, right for right etc.

- **A** Balance on club/climb on beast
- **B** Bash
- **C** Jump
- **S** Pause

HOW TO PLAY

Guide Chuck around six levels, bashing enemies, collecting power ups and generally having a swell time.

CHUCK ROCK II SON OF CHUCK ROCK

Chuck Rock was always a man who knew how to make a buck. Seeing that civilisation was forever demanding more sophisticated forms of entertainment, he came up with an idea that was to revolutionise theme parks beyond prehistoric man's wildest dreams. By capturing a 20th Century mosquito that had some how found its way into a time warp, he was able to extract the blood it had drawn from another species, separate the DNA and thus pre-create a monster from the misty and distant future. To ensure that these new monsters were contained and unable to put Chuck's contemporaries in danger, Chuck set up a vast reserve. It was a success. Thousands upon millions of curious neanderthals flocked to see sights they could never have imagined. They flocked to discover the wonder and mystery of the future. They flocked to...Cow Park.

Cow Park made Chuck more bucks than he could imagine, and after he sold film rights to some bearded git he made even more. But jealousy has been part of man since the dawn of time and it wasn't long before Chuck was mysteriously missing. As the Rock family soon discovered, he had been kidnapped by a certain Brick Jagger who has since taken to demanding vast portions of Chuck's wealth. Having a devoted family as Chuck does, the rescue is down to his son - six months old and mean with it, and armed with a club bigger than himself, it's down to the bambino to do the family name proud once again.

This Megadrive platform game sees Chuck Junior bash his way through six levels, each one split into a number of zones. As well as clubbing the endless enemies on his tail, there are plenty of power-ups for Junior to collect, a whole variety of creatures to use as transport and bonus levels to master. So... save Daddy and save the day!



▲ The basis of 1000 "mother" jokes.



▲ Awesome parallax here.



▲ It's a scream.



▲ Intriguing... no, fascinating.



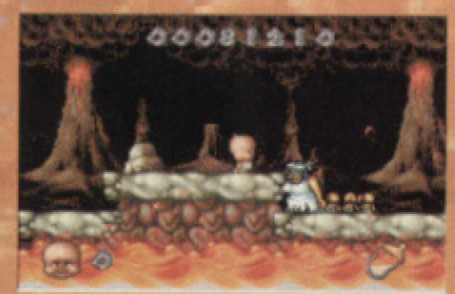
▲ Enormous dinos of vast proportions await.



PUBLIC TRANSPORT

While most of Chuck Junior's environment is swamped by creatures bent on thwarting his rescue, there are still some souls who have it in their hearts to help the valiant toddler out. Junior can jump on a host of animals and ride around on them. This might enable him to reach power ups otherwise out of his reach, or mean he is protected from spikes or enemies. In the case of the prehistoric ostrich it means that Junior moves a lot faster and is able to make giant leaps.









Son of Chuck gets into watersports.

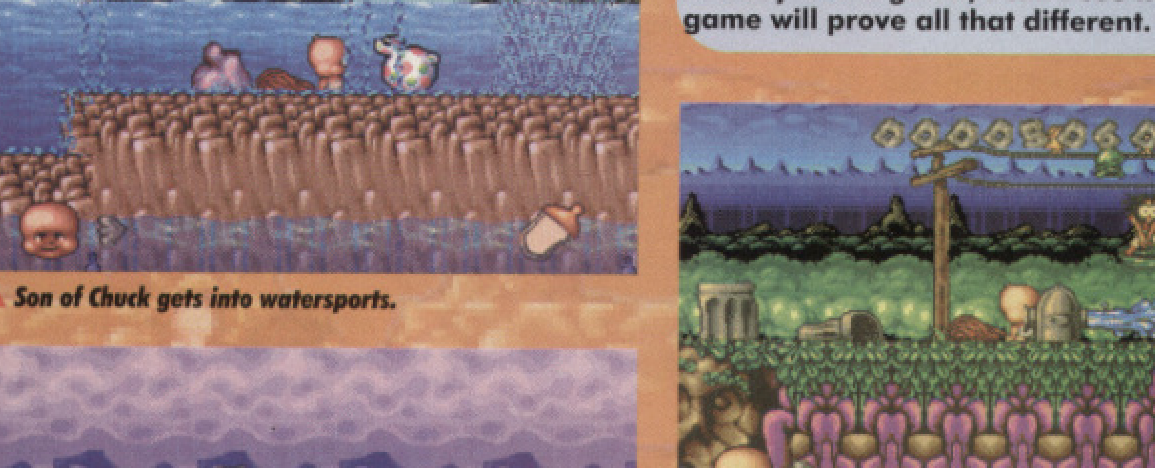
ON THE CLUB SCENE

Junior has his father's talent for clubbing and it's a good job too because he has to make use of it very often indeed. On top of the usual forward strike, Junior can also bash downwards by jumping first. Another little trick that the clever half pint is capable of pulling off is balancing on his club. This ability comes in useful when Junior finds himself faced with objects moving towards him that he can't destroy like boulders or spits of fire. He gets on his club and they fly right by leaving him unharmed. At one stage Junior can even set fire to the end of his club to see what's going on in dark caverns.

COMMENT

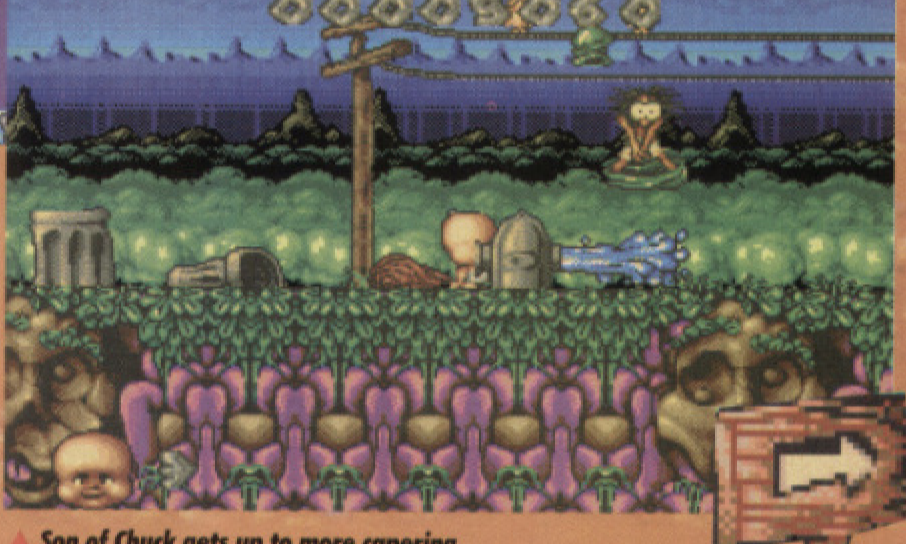
ROB

This is very slick indeed. As can clearly be seen by the screen shots Chuck Rock II scores full marks for graphics. It's swarming with colour and crowded with huge detailed sprites. There are loads of clever and amusing touches - the Brontosaurus eating a caveman, enticing monkeys with bananas, the level that takes place purely in torch light and so on. The gameplay reflects an equal devotion to quality, the controls being quick and the movement smooth. Beneath all this though, Chuck Rock II is still just another platform game, borrowing all of the previous tried and tested techniques and offering nothing new to the genre. It is a fun game to play, but if you're very familiar with platformers the whole thing will no doubt seem very out worn. Chuck Rock II manages to avoid the trap of making everything too simple (although it's best to avoid the easy level) and there is genuine incentive to make progress, but once I had made it through much of the game and got over feelings of smug satisfaction, there's no getting over the fact that this is just another game likely to join the platform mountain. If you feel you're short on platform experience Chuck Rock II won't fail to fulfil. If, on the other hand you've already had a gutful, I can't see how this game will prove all that different.



Chuck makes the fire hydrant shoot off .





Son of Chuck gets up to more capering.

COMMENT



PAUL

Yes it's another platform game, but let's not get all narrow-minded about such a stone-aged concept! There are many original features lurking in Junior's prehistoric journey and hundreds of sight gags to accompany them. Junior himself is a laughably cute character but, as with his father's quest, the humour doesn't stop there. It's like playing through a Flintstones cartoon as scruffy looking dinosaurs are batted about the head, rocks smashed and monkeys fed to great effect. All this prevents the action from being overly predictable. To further this cause the bonus stages are lively and fun, adding variation to the overall mix of good taste. Son of Chuck is quite different from the usual standards set by platform games in general. It offers some new ideas and presents them all in as fine a way as possible. Though Son of Chuck hasn't made me go ga-ga it didn't take much for my growing to like it a great deal. Check it out.

BONUSAURUS

There are a number of bonus levels in Chuck Rock II that enable Junior to accumulate more life. The first bonus screen involves Junior jumping on the back of particularly spongy animal and trying to knock all the apples from a tree. The second bonus section is a little water race involving lots of rapid button bashing. Another bonus stage involves the ole' button bashing technique again as Junior takes to carving out a figure of his pop, and finally there is a mine cart section where Junior has to survive until the ride is over.



"Knock off" all of the apples in order to beat the bonus round.

OBJECTIONS

There are a number of items that Junior can either pick up or make use of on his travels. Here is a selection of some of them.

SWEETS: These simply give Junior bonus points that are converted into extra life when he scores enough.

MILK BOTTLE: As you might expect, this restores Junior's energy. Milk bottles are often hidden in or between blocks and other obscure places so always check every nook.

BANANAS: To state the obvious,these only prove useful when there are monkeys around. They can be used to entice monkeys to a particular spot where Junior can jump on them and then onto something else.

BABY HEAD: This provides an extra life. There aren't many of these around and gaining one often involves solving a bit of a puzzle that incorporates other items.



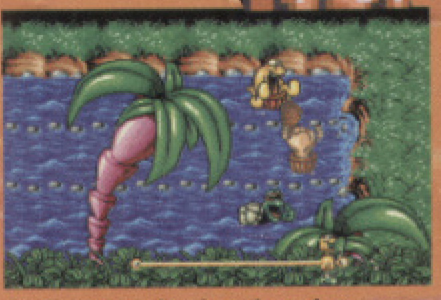
ROCKS: Certain large rocks are movable. By jumping on them Junior can reach the otherwise unreachable, or by placing them in a bed of nails he avoids injury.



An intriguing insight into Stone Age life.







Jurassic swimalong in action.

PRESENTATION 82

▲It comes with most of the regular options and a smart intro sequence.

GRAPHICS 88

▲Huge sprites, well detailed and original backdrops, groovy animation and all the trimmings.

SOUND 78

▲Typically plinky-plonk tunes and plenty of well produced sound effects.

PLAYABILITY 85

▲Very easy to control and the response is quick and smooth. No problems with collision detection and so on.

LASTABILITY 76

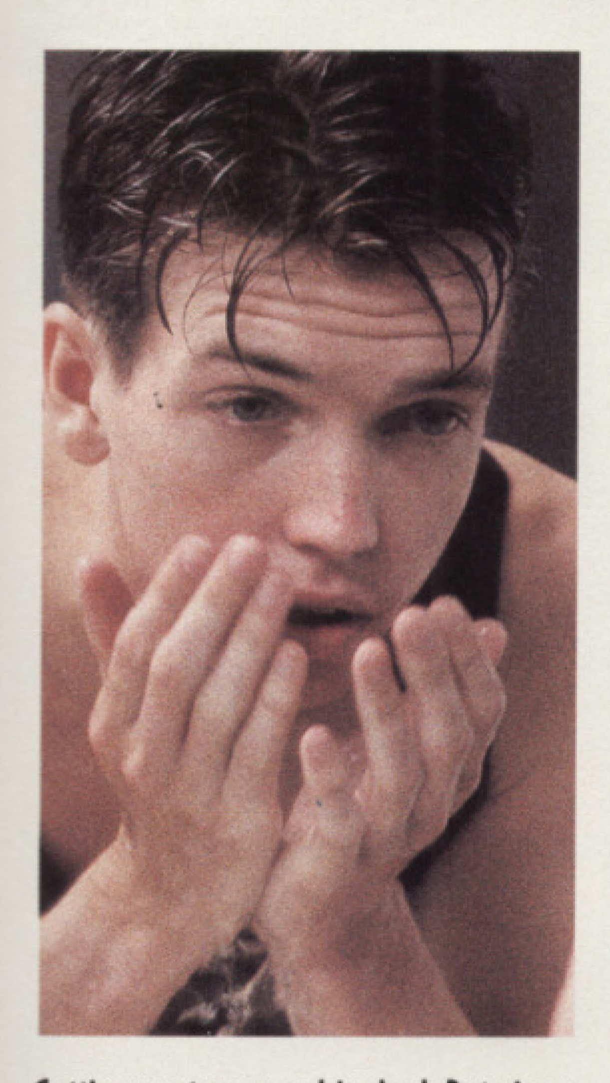
▲There are enough levels and things are tough enough to keep you plugging away for a while.

▼As is the problem with platformers, completion leaves little incentive ever to return.

OVERALL 82

A highly polished platformer with all of the extras you're likely to find these days but that said it's been seen before many a time.

YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

UNBEATABLE TREATMENT FOR STUBBORN SPOTS AND ACNE

Clinically Tested

OXY 10

COLOURLESS LOTION

MAXIMUM STRENGTH

Always read the label. Oxy 10 contains Benzoyl Peroxide. * OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*





1-2 PLAYERS



PRICE	IMPORT
BY	KOEI
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: SAVE
SKILL LEVELS: 5
RESPONSIVENESS: SLOW
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

LINK 15 CITIES

ORIGIN

KOEI are established strategy programmers. Aerobiz is original, but has elements of RISK, and Railroad Tycoon.

HOW TO CONTROL

The D-Pad moves the select along the icon bar, or the cursor across the world map. The D-Pad also raises or lowers on screen numbers (fares, flights, planes etc).

- A Select Map Cursor
- B Deselect Option
- C Select Option
- S No Function

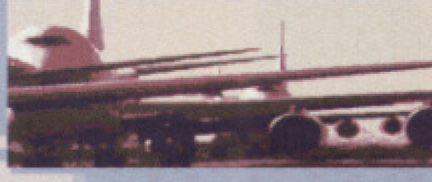
HOW TO PLAY

The game plays in year quarters. In each set up and maintain routes.The end goal is to be the biggest and most profitable of the four airlines.

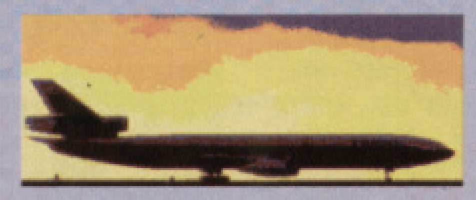
AEROBIZ



Since the 1960s, jet airliners have revolutionised global travel. Much as they are an essential part of the modern world, there are aspects of air travel that leave us all feeling helpless and frustrated. Who is it, for example, that always schedules the Three Amigos as the in-flight movie? Are those mini cans of coke really meant to quench your thirst? And why do you always need to go to the toilet as the duty free trolley passes, and your progress to the back of the plane is made at a funereal pace.?



Aerobiz answers none of these searching questions. But it does allow you to set up and expand an airline of your own. Routes, fares, hotels and buying fleet is all your responsibility. The only thing you don't have to choose is chicken or roast beef. Join the Mile-High club.





▲ *Hey, it looks just like one of those string sculptures, but on a global scale!*



COMPETITIVE ELEMENT

Aerobiz is for one to four players. There are always four airlines competing, with the computer controlling any vacant slots. Each player selects a home city to start, and begins to create a network from there. At the end of each quarter and the year, a comparative graph shows the performance of each airline. The winner is the player who reaches the goals of profit, passengers and cities first. There are five computer difficulty levels.



SWANAIR

TOMAIR



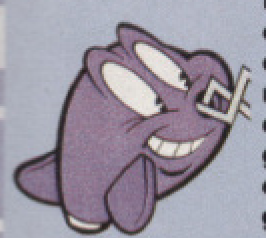
SWANAIR Inc.
has opened a ne
from New York
to Los Angeles.

SLOTS OF FUN

The first thing to do is establish a route. For this you need slots. You have three negotiators who travel the world arranging slots at any of 22 cities. Each slot enables one flight to fly from that city. Slots take three to nine months to arrange, and their are a limited amount, depending on the airport's size.



COMMENT



GUS

Few games look this cack, but all the memory and programming effort has gone into a complex and realistic simulation that I haven't been able to stop playing. Despite the complex rules, it's incredibly easy to pick up. It might sound a tedious idea, but with multiple players it soon turns into a commercial battle, with all sorts of dirty tricks used to boost profits and put your opponents out of business. The control system makes play a little slow and laborious at times, but it's clearly set out. There's loads of depth to this simulation, but the most important fact is that it plays in a logical and rewarding way. Only strategy boffins will appreciate the quality of this purely strategic game, but it's a real gem.

COMMENT



TOM

Believe it or not Aerobiz is a pretty good game. Plotting your flight routes, reaping in the cash, raising prices, laughing at your sad opponents as they fail to match your expertise and then suddenly they're using YOUR routes and stealing YOUR profits. It really gets your mind racing as you try to think your way out of a situation, advertising flights to the next Olympics or even cutting into the opposition's profits with your own cheap flights. It's strangely addictive in one-player mode, but the real fun is playing against human opponents and beating them into the ground. Guaranteed to turn you into a power-hungry, devious worm. Definitely one of the better strategy games on the Megadrive.

▲ *Ok chief, don't let us stop you...*



▲ *Indeed it was. Bring on the dancing girls forthwith!*

ROUTE CANAL

Setting up a route demands several considerations:

PLANES

What type of plane to fly. Distance and passenger demand affects this.

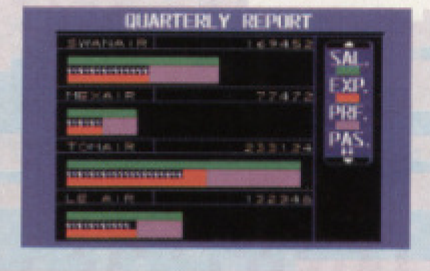
FLIGHTS

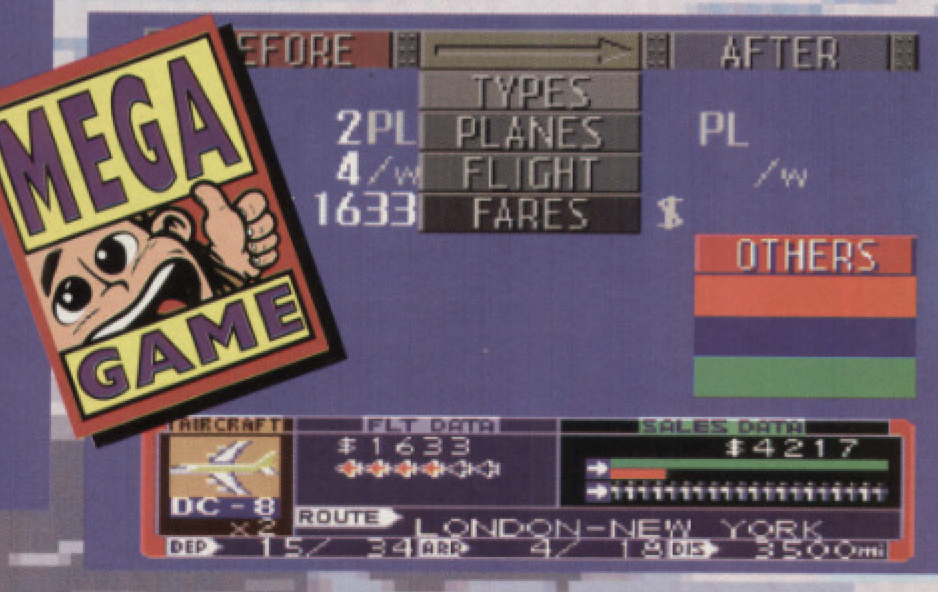
How many flights each week? You need one slot at each airport per flight. Running routes with few flights is unprofitable.

FARES

How much to charge. If you have a monopoly you may charge extortionately, but passengers may still stay away.

A route costs money to open and shows as a black line on the global map. If the line is in competition, it glows yellow. Loss-making routes show up in red.





▲ *Eeh, that Gus is a clever lad!*



SKY PIRATES

Eventually, winning means more than running profitable routes — it also involves cutting the opponents' throats. When routes go into competition, a moving graph shows how passengers are moving from one company to another. All sorts of factors (mainly price) influence the shift.

PRESENTATION 87

▲Two save games, some pleasant intro shots and a very clear presentation.
▼Playing the game is quite slow, due to unnecessary messages and slow text-typing.

GRAPHICS 43

▲The global route map looks good when it fills up. Lots of nice little touches and 'funny' graphics.
▼Okay, this game isn't up for any graphics awards, it is very poor.

SOUND 40

▼Some might call it charming and quaint, but the 'lift' music drives you mad after a while.

PLAYABILITY 85

▲Setting up is surprisingly quick. No two games ever develop the same.
▼Action-free in the conventional video game sense. Has the 'niche' appeal of simulations.

LASTABILITY 91

▲Aerobiz is going to be a constantly played part of your collection.
▼You might get frustrated playing against the smart computer opponents.

OVERALL 90

A quirky idea, even for a strategy game, but Aerobiz is a total triumph. One of the few boardgame-like Megadrive games that comes off, Aerobiz is strategy heaven.



1 PLAYERS

PRICE TBA

BY VIRGIN

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

REACHED RACE 20

ORIGIN

Super Off-Road is a conversion of Leland's popular three-player truck racing coin-op.

HOW TO CONTROL

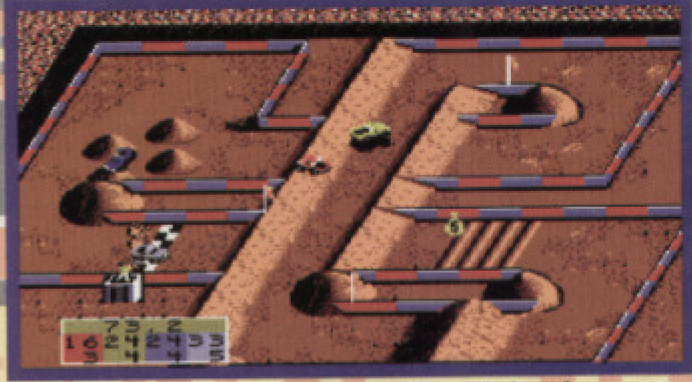
Use the directional pad to steer your truck left and right. The A button is the accelerator and the B button fires your nitros. There are no brakes. Yikes!

1 Accelerate

2 Use nitros

HOW TO PLAY

Race against four other trucks on a number of gruelling courses using your prize money to build up your truck.



▲ *Super Off Road. It's got some small cars in it. It has.*

A HARD DAY'S TRUCKIN'

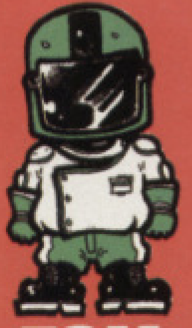
Unlike the coin-op, this Master System conversion only allows two-players to compete at any one time. Don't worry though, there are always four trucks in each race courtesy of the computer drivers. The one to watch for is the villainous grey truck, driven by Flash.This nasty character is always topped up with plenty of nitros making him a force with which to be reckoned. Then there's the blue truck driven by Tornado. The driver of the yellow truck is so rubbish he never appears on the podium so you never see his name. Big prize money is awarded to the winners of each race, so everyone's a winner in this game, except for cruddy old yellow in fourth.

Do you remember the days when Super Off-Road was better known as Ivan 'Ironman' Stewart's Super Off-Road? What ever happened to the Ironman? Well, Ivan was abducted by alien scientists! Yes, it's true. The dreaded Ironmen of Xantos, impressed by his off-road antics, beamed Ivan to their home planet to take part in their gladiatorial games.

The only way to escape from the planet is to race against three other opponents in a series of mind-blowing truck races. Should the Ironman fail, he will be fed alive to the fearsome Skrangbeast, the most painful death in the Universe. So, fasten your seatbelt and take to the dirt-track. Even as we speak, Ivan's trusty sidekick, Bucky 'Steelboy' Grayson, is winging his way to the rescue. Keep truckin' Ironman!



COMMENT



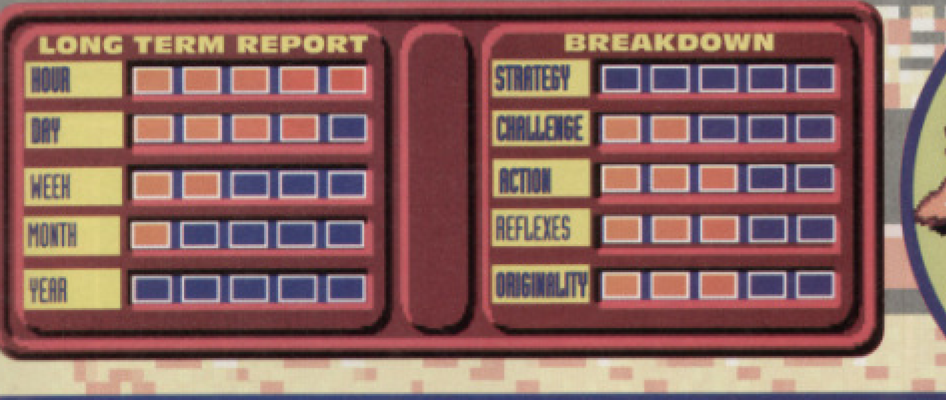
TOM

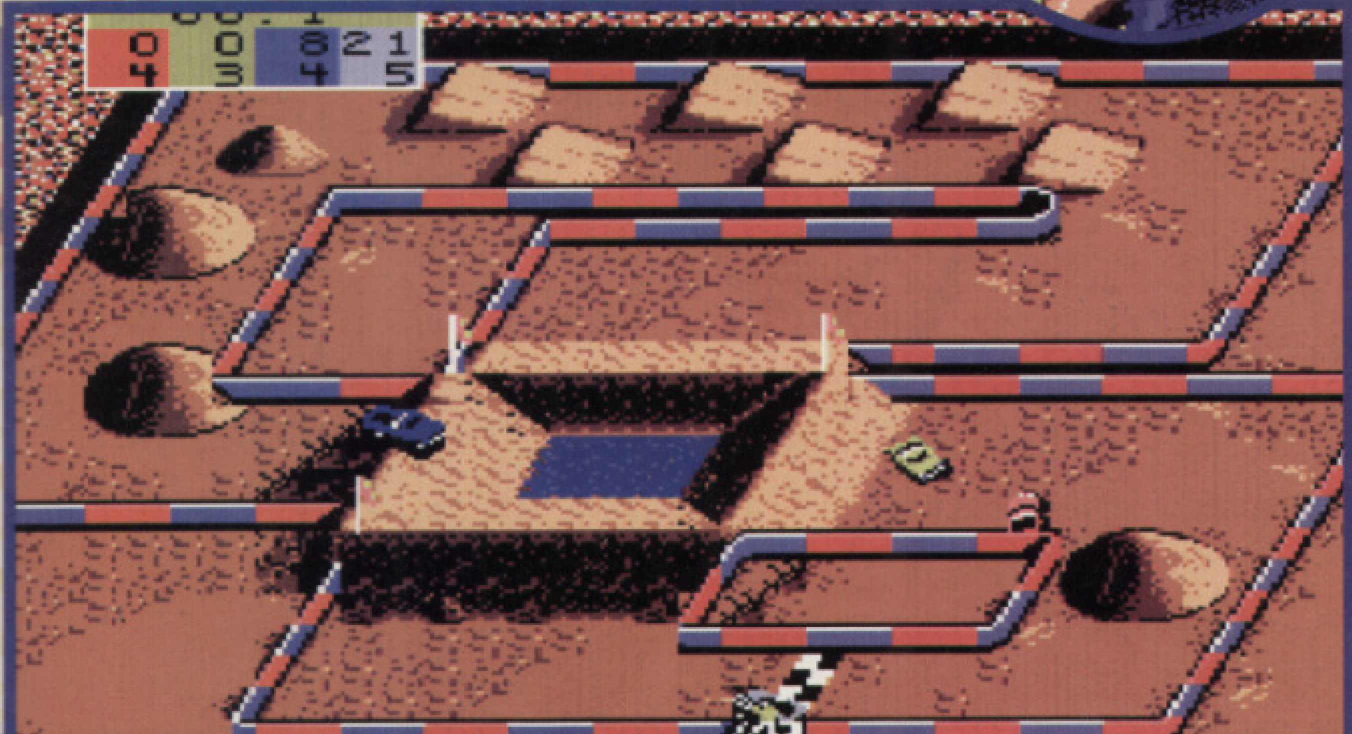
Well, it's been on just about every sytem under the sun, so it's about time we saw Super Off-Road on the Master System and the result is excellent. This conversion is about as close to the coin-op as you could want. The graphics are brilliant and the trucks move around the screen at an incredible rate of knots. What's more the controls feel just right as you weave your truck about, powering off ramps into the air, bouncing off the walls. It's spot-on. The only major difference is that some of the tracks are different from their coin-op counterparts. However, this game's main problem is that it's a little too easy. By swapping all your credits for cash right at the beginning, you can notch up your top-speed to the max, making it fairly easy to beat your opponents even on the HARD setting. This isn't such a problem in two-player mode though. Overall, Super Off-Road is a highly impressive conversion. If you're a fan of the arcade original, you'll love this.





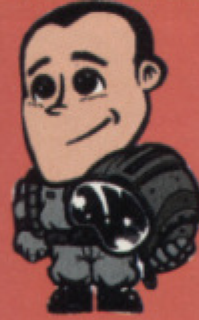






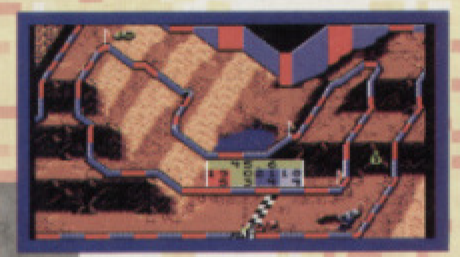
▲ And occasionally it's got a swimming pool in it too.

COMMENT



GUS

Off Road's pretty dandy (as you'd expect from a team like Graftgold). This is much like the Game Gear version, though the graphics look slightly rougher on full screen. The important thing is that the speed is there, and Super Off-Road is so enjoyable because of the rate it plays. However, this sometimes results in some annoying wrong turnings as your truck bounces over the tracks. I'm glad that some new track designs have been included, they seem to be an improvement over the originals. Super Off-Road only comes into its own with two players, but it's worth making a new friend, just for the chance to play it.





▲ But, at the end of the day, it's mainly a game that concentrates on things of a small car-type nature.

NEW TRUCKS FOR OLD!

The truck you start the game with is more then adequate at the beginning, but as you progress through the game it's important to keep the performance of your vehicle up to the standard of your opponents'. By using your cash winnings, you can purchase new parts for your truck from the Super Off-Road body shop. Cheapest on the menu are Nitros at $10,000. These temporary turbo-boosters help power you through the race, but the real experts will invest their hard-earned bucks in more permanent additions. Grippier tyres, better acceleration and shock absorbers are all up for grabs, but most useful of all is an increased top speed. However, it doesn't come cheap, at $100,000 a shot!

PRESENTATION

78

▲ The attract sequences are very faithful to the coin-op.
▼ Not much in the way of options.

GRAPHICS

90

▲ Excellent renditions of the original graphics. This could be a Megadrive game. If it weren't a Master System game, that is.
▼ There's only so much you can do with brown backdrops.

SOUND

69

▲ Racey, but simple tunes accompany the action.
▼ Not much in the way of spot effects.

PLAYABILITY

90

▲ Simple, but addictive gameplay makes this game fun from the onset.

LASTABILITY

72

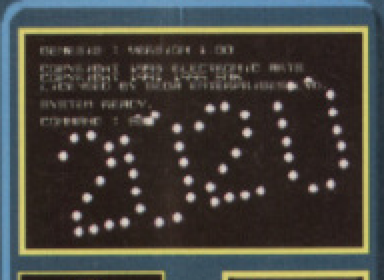
▲ You'll come back for more two-player fun.
▼ A bit easy in one-player mode

OVERALL

82

An excellent conversion of the coin-op. Brilliant fun! Its only fault is that it's a bit too easy.

SUPER BASEBALL 2020





2 PLAYERS

PRICE	£49.99
BY	EA
RELEASE	SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Loadsapoints

ORIGIN

A straight conversion of the Neo-Geo arcade game of the same name, funnily enough.

HOW TO CONTROL

The D-Pad moves your players about, the buttons have various roles depending on your team's current activities.

- **A** Defensive bat/Jump
- **B** Move on a base
- **C** Slog the ball/Pitch
- **S** Bring up power-up options.

HOW TO PLAY

Players must bat, pitch and field in an attempt to score runs by getting players around the bases and 'home'. The team that scores the most points are the winners.



▲ *Cue crap fishing joke...*

Super Baseball 2020 is an international league bringing together men, women and even robots in one all-new and sparkly stadium, the 'Cyber Egg'. Things have got a bit warped here in the future, what with cladding players in armour to enhance their natural playing abilities, and replacing salaries with on-the-spot cash prizes. Novelties aside, all of the usual Baseball rules apply, which means lots of incomprehensible phrases like 'line drives', 'screwballs', 'the fair zone' and 'the foul zone' - all destined to leave Baseball virgins very confused.

There are two leagues with six teams in each. Victory in the league means the Super Baseball 2020 Championship game against the victors of the other league. Each team comes with a unique set of teams, some with strong pitchers, some with wild hitters, but any team can be improved by purchasing power-ups. If a player gets fed up with striking out in the league, there is always the opportunity to challenge a friend in the two-player mode. At the end of the day who knows if Super Baseball 2020 will be a field of dreams or nightmares!

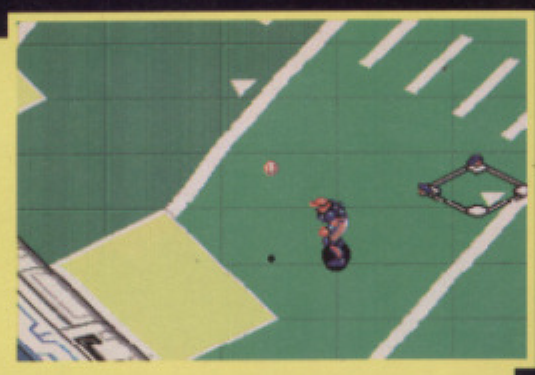
COMMENT



ROB

I was keen to get into Super Baseball. The neat futuristic touches separate it from other Baseball games on the Megadrive and the 'easy to control' nature of the game means that initially there is a lot to get enthusiastic about. The graphics succeed in conveying the atmosphere pretty well, and the use of close-ups adds to the thrill. Having settled in to 2020, though, I got the feeling that much of it is a bit of a hit or miss affair. In batting and pitching, it seems as much luck as skill that ensures success. I never felt like I was completely in control of my team. The more I played the more I felt I was properly getting to grips with my team but the level of control still left me a bit bemused. In two-player mode 2020 proves a lot more fun and it is here that Baseball fans are likely to get the most out of it.

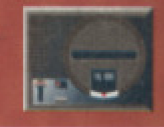
POWER GAMES



Providing a team has acquired enough cash they can make buy power-ups to improve either their batting or pitching abilities. Once the power-up has been allocated to a player that player starts to glow and their skill and strength immediately improves. It is always best to save power-ups until they are tactically necessary. There isn't much point in increasing the ability of a player who is already very good. Power-ups are generally best for players who have come into the game as replacements for injury.

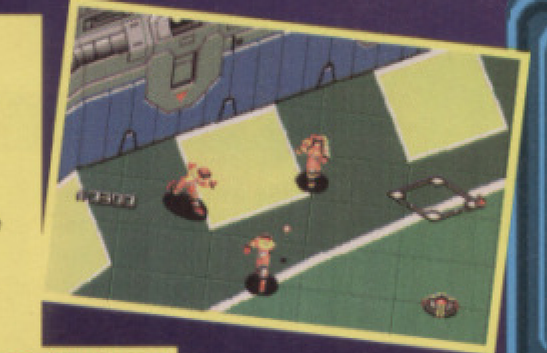
LONG TERM REPORT	
HOUR	■■■□□
DAY	■■■■□
WEEK	■■■■□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■■□□
CHALLENGE	■■■■□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	■■□□□



JUMP AROUND!

Because all of the players wear special equipment there are a few little tricks they can pull off, one of which is an uncanny ability to jump exceedingly high. This means that hits that would otherwise be heading for the stands can be reached. The best way to judge when to jump is to watch the ball's shadow on the pitch. There are jump zones that line the fences and enable the fielder to jump even higher than normal in an attempt to catch the really big hits.



▲ Ok you lot, come away from the sand pit.

▲ Rich Leadbetter comes in to bat.

COMMENT



RICH

The basic gameplay is identical to just about every other Baseball sim on the Megadrive. I do believe that Super Baseball 2020 is probably the best of the bunch. The futuristic scenario adds to the game's atmosphere and all of the cut-scenes are excellent. The problem I had with the game is that I just couldn't get any tactics together as regards hitting the ball! It all seemed rather random. What's more, when I did hit it, there seemed to be a 70 percent chance I'd get caught or run out! I think with more practise I might have it licked, but I just didn't seem to have the willpower to persevere with the game in one-player mode. For two-player mode fans into the sport, this is the definitive Baseball game for the Megadrive at the moment. But is it worth the wallet-busting £50 price tag? I don't think so.

AS FRANK CARSON SAYS...

That's a cracker! Well, it's Baseball jargon for a land mine actually. Just to spice up things in the field every new inning sees the placing of crackers, spread at random on the pitch. If a fielder hits a cracker it quite naturally explodes and temporarily disables the player. A map of where all the crackers are situated is shown every time new mines are placed. These mines sit visibly on the pitch so unless there are loads of them, or you're blind, there isn't much chance of one exploding.



▲ That girl's got a lot of balls. Snigger!

PRESENTATION — 85

▲ There are plenty of options, and stat screens are clearly and simply presented. Excellent cut-screens abound.

GRAPHICS — 86

▲ The animation and scrolling are both very fluid. The switch to close-ups of the action is effective.

SOUND — 78

▲ There are some realistic sound effects.
▼ The music proves quite irritating.

PLAYABILITY — 75

▲ The controls are quite easy to get to grips with.
▼ Much of the play seems to be a bit hit and miss.

LASTABILITY — 80

▲ Players will have stable fun in two-player mode.
▼ The lack of real game strategy means it frustrates after a while.

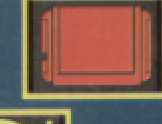
OVERALL — 77

Probably the best Baseball game on the Megadrive and a lot more fun in two-player, but the lack of complete control over events leaves you feeling frustrated.

F-15 Strike Eagle II









PRICE £44.95

BY MICROPROSE

RELEASE SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 4
RESPONSIVENESS: OKAY
GAME DIFFICULTY: HARD

1ST DAY SCORE

6730

ORIGIN

Microprose have been making computer flight sims for years. F-15 II is their first Megadrive game, based on the Amiga and PC versions.

HOW TO CONTROL

Joypad directions are as plane controls — pitch and yaw. The joypad also assists in changing thrust and releasing chaff/flares.

A Thrust/Chaff and Flares

B Shift Target/Change Weapon

C Fire

S Options

HOW TO PLAY

Select a mission, then destroy the primary and secondary targets and return to base. Promotions and passwords are given for success.



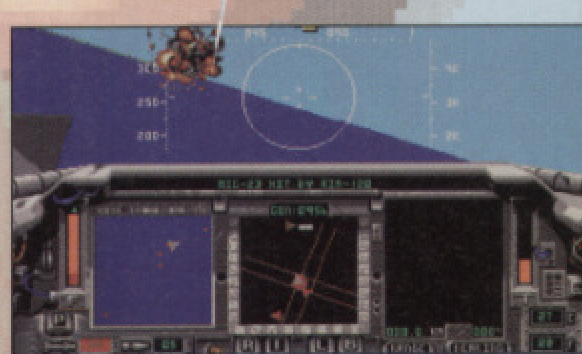


All around the world, conflagrations erupt like fiery cancer. America stand firm! From the Baltic tensions of Lapland facing the new Russian republics, to the continuing struggles of the Middle East, there is only one Superpower remaining with the might, and will, to strike out...

The messenger of America's displeasure is the F-15, a gleaming testament to man's inventiveness in the business of destruction. The world's greatest jet fighter. This new simulation enlists you in the Air Corps, flying one of these babies through six war zones, in countless missions against designated targets. The stark choice of promotion or a military funeral is decided by your flying skills.

HOLIDAY DESTINATIONS

There are six theatres from which to choose. Each has a variety of mission difficulties, depending on whether you pick Rookie, Pilot, Veteran or Ace. There are two European areas — one which recreates the now defunct threat from the Warsaw Pact nations, and another based in Finland/Russia. The familiar Middle Eastern trouble spots are featured, with you flying to bomb Damascus from Cypriot/Israeli bases and then giving it to Saddam from airfields based in Bahrain. The nostalgia trip of past American involvements finishes up in Vietnam. Most of the weaponry you face is standard Soviet equipment: Sam-8 rockets, Mig-29 and Mig-25 fighters.





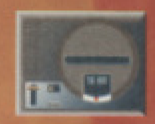
▲ *Press START to continue, you must press START to continue. Yield to my will...*



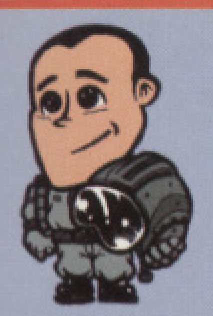
▲ *Hello, I'm Judith Chalmers. Welcome to Wish you were here.*

DOUBLE WHAMMY

Missions are compiled from a list of potential targets, with a primary and secondary selected for each run. This gives a random element to the game, with hundreds of possible target combinations. The more you play, the further you have to travel. Luckily, the game has a 'Time Warp' facility to speed up travel over long distances.



COMMENT



GUS

F-15 is the second serious flight sim, after Mig-29, and it's better. The update isn't as fast, and graphically, the game is quite drab and indistinct, but the handling of the plane is more responsive and logical than Domark's effort. To be honest, even though I found F-15 to be well put together and strong on detail, I got quite bored playing it (though not frustrated). Despite having six theatres, you spend your time interacting with much the same weaponry, and not the landscape. In this way it lacks the variety and interest of LHX Attack Chopper, which is still the best flight combat sim on Megadrive. Flight fans should still take a look.

COMMENT



RICH

This was originally a brilliant PC game and the basic concept of the game has translated well to the Megadrive. Although the action is a tad on the 'samey' side, there are plenty of missions to undertake and different difficulty levels to heighten the simulation's accuracy. So, F-15 is rather smart eh? Well, um, not exactly. The PC version was absolutely fab... on a swift mega-spec PC, but was very slow and jerky on a less impressive machine. The Megadrive just doesn't have the raw mathematical power to bring this game off. The result is a simulation that's slow to update and doesn't exactly convey supersonic speeds! A nice try though and better than Domark's MiG-29 — but EA's LHX Attack Chopper is still the ultimate game of its type.

VIEW TO A KILL

In common with other flight sims, F-15 lets you toggle your viewpoint of the game at any time. The range of views is about the most extensive yet: you may look in any directions from your plane as well as going external and following the track of your missile or seeing the 'chase' view of your plane.

CHUTE TO KILL

If the heat's too much, your plane has an ejector seat that lets you drift safely to the ground in a parachute, but it's not an option that's going to win you any medals. Trash three planes and you will be 'retired' for being to expensive!



▲ *Kill the fields, you must kill the fields.*



THE TERRIBLE CRASH ENDS YOUR CAREER.

GAME OVER





▲ *Your task is to destroy the nice bridge. What a senseless waste.*

FOR YOUR GREAT FLYING YOU HAVE BEEN PROMOTED TO 1st LIEUTENANT



SKIMPY DEBRIEFS

At the end of each mission, whatever the outcome, you are treated to a step by step debriefing, showing your route and the main events.



▲ *A budgie flies into your windscreen.*

LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■□□
WEEK	■■■□□
MONTH	■□□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■■□
ACTION	■■□□□
REFLEXES	■■■□□
ORIGINALITY	■■□□□

PRESENTATION 88

▲ Lots of options, including a load of difficulty settings and viewpoints.
▼ -The control method seems to make some commands hard to initiate.

GRAPHICS 68

▲ The graphics are good, as is the control panel layout. Update is reasonably fast.
▼ The scenery graphics lack detail or character, and are sometimes unconvincing (eg clouds).

SOUND 60

▼ Most of the music seems pretty inappropriate and the effects are just adequate. Not an area of strength.

PLAYABILITY 74

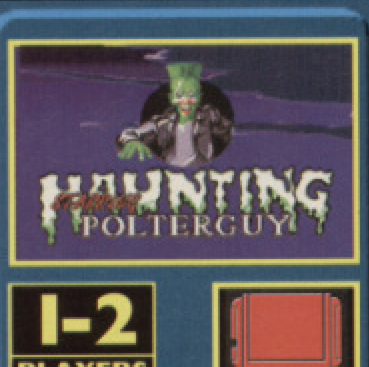
▲ The controls are easy, and the game has a gentle difficulty curve. The F-15 handles well.
▼ Targetting is a problem, with it locking on unwelcome objects. The game is a bit samey.

LASTABILITY 77

▲ Six theatres of operation and potentially infinite missions. There's always a score to better.
▼ Only keen flight sim fans won't get impatient with all that time in transit.

OVERALL 76

A well put together flight sim that strives to be original. Like Mig-29, this is a very 'computer-like' game for a console. Most Megadrive owners will think it too slow so F-15 is for the specialist market.







PRICE	£49.99
BY	EA
RELEASE	OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: AGOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

23,000

ORIGIN

Haunting is a very original game concept — but draws on horror movies for inspiration.

HOW TO CONTROL

Why do we bother with this box eh? I mean it's not as if you're all stupid or don't read the instructions or anything. In fact, for once, I'm not going to tell you how to control. You're all bright enough to work it out!

- **A** Possess Object
- **B** Spin
- **C** Use Spells
- **S** Starts and pauses the game

HOW TO PLAY

The game plays in two phases. First, collect enough Ecto in the dungeon to reveal the exit. Then scare the family out the house by using your poltergeist powers.



▲ *An uncanny likeness to our very own Lord EMAP.*





▲ *And we thought that this sort of behaviour was illegal...*

▲ *Kids today eh? Got no respect.*

HAUNTING STARRING POLTERGUY

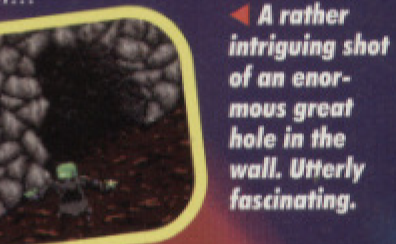
Welcome... To the Twilight Zone. Once more we go beyond the world we know of three-dimensions and look at the point where real becomes unreal; and the irrational becomes tangible. This time, our journey takes us to a normal suburban house. What could be lurking in the cellar? A rusty pram? Coal for the fire? What if some unclean spirit possessing a biker's jacket and a sense of mischief decided to gate-crash your lovely home.

This is exactly what has happened to the charming Sardini family — Pop's a mafia merchant banker, Mom loves animals so much she has a wardrobe full of them, Junior is interested in nature — so he pulls the wings off butterflies. And little miss is a Take That fan, so they all deserve to have the living shinola scared out of them. Every room of their sprawling house is lavishly decorated, but their dream home has become a nightmare — blood drips from walls, and jobbies parade around the bathroom with impunity. It's all part of the Polterguy's plan to drive them out...

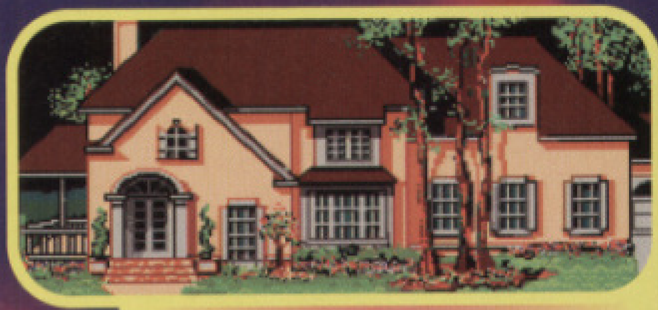
CREAM OF CELLARY

Polterguy's activity starts in the underground vaults, and he often returns there. Drops of Ecto fall from the ceiling, Polterguy must move through the cellar collecting enough to reveal a glowing spot on the floor that opens the door to the Sardini's home. Sometimes a letter falls instead and picking this up adds a spell to Polterguy's list (see spells). In the cellar Polterguy is vulnerable to demonic powers, with bats in coffins, claws erupting from walls and cascading skulls. If the icon of Polterguy's face shrinks to nothing, the game is over.





◀ *A rather intriguing shot of an enormous great hole in the wall. Utterly fascinating.*





WHO'S IN DA HOUSE?

Polterguy arrives in the real world by interrupting the Sardini's dinner. After the chandelier falls, the family scatters throughout the house. Polterguy may go around scaring them for as long as he has Ecto power. Shown by a green bar, this reduces steadily with time, and even more quickly as Polterguy possesses objects. When the Ecto bar is empty, Polterguy returns to the dungeon to collect more.



▲ Two Polterguys can participate simultaneously in the cellar section. However, two players must take turns in the actual main haunting section of the game.

WHATEVER POSSESSED YOU?

Possessing objects is easy. From where Polterguy is standing, some objects are marked with a glowing cursor. If A is pressed, Polterguy leaps into the object, and then back out. Soon the object starts to tremble, attracting the attention of anyone in the room. When they approach something horrific happens. Possessions are either one-off events (like the shark in the fish tank) or you may have control over a poltergeist object for some time.

OH NOW GO, WALK OUT THE DOOR

The aim of the game is to scare the family out of each room, and eventually the house. By possessing objects, each person gets gradually more freaked until they run out the room screaming. The reward for this is bonus Ecto. If Polterguy pursues them consistently, they'll lose their nerve and run right out the house. Once everyone has fled, Polterguy moves to their next abode.

▲ The horrific green ghoul pinches all of your Ecto!

COMMENT

GUS

Haunting's a completely inspired idea for a video game. The clever concept stands head and shoulders above the pile of derivative platformers that make up the majority of 'new releases'. Even better it's original to the Megadrive, not some computer conversion. The presentation and humour is top-notch — utterly superb graphics and really ingenious spook effects. Add to that the brilliant kitsch score and sampled effects and Haunting justifies itself as the best programmed game since Ecco. But the only doubtful part of it all is the gameplay itself. Scaring is great fun, but that part of the game doesn't provide any real challenge. You can't die as such, only run out of Ecto and be forced to return to the underworld. That section is the only part that can kill you off — but it's also the dullest section by far, and isn't much fun. Because of this, I think Haunting won't have enough lasting-appeal for 'serious' gamers, but as a family game it's 'dead' good, and EA



HOME SWEET HOME

The first house, with some of the horrific happenings in each...

GARAGE



Arghh! It's terrifying isn't it?



Vito gets a shocking surprise.



THE DINING ROOM

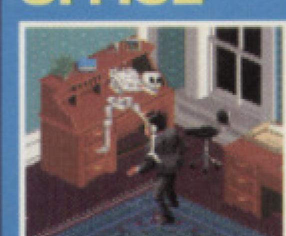


Ecto Demon from hell.





VITO'S OFFICE



Vito gets the bone.

KITCHEN



Slime in the sink!



Pursued by ghouls!



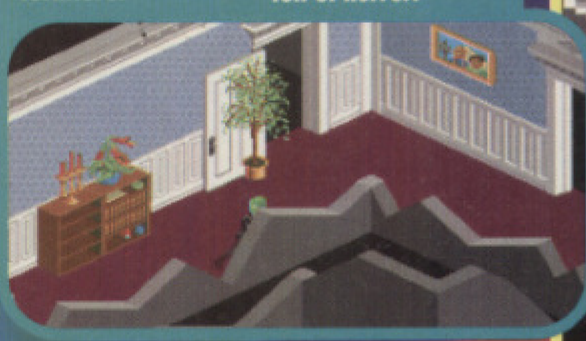
HALLWAY 2



Possess that furniture!



The hallway is full of horror.



COMMENT



RICH

I can't tell you how cheesed off I am by the masses of similar games being released. That's why I thoroughly enjoyed the new EA release that is Haunting. The concept of hunting down family members and scaring the cack out of them is an utterly original concept. The level of humour is superb. The brilliant samples, coupled with the fabulous comical effects make this a game that you'll come back to again and again until you've seen the entire game. However, like Gus says, once you've seen the entire game, some doubt lingers as to whether you'll come back for more. As it is, if you're as bored as I am with the usual mounds of platformers and shooters, go for Haunting. Having seen this brave step EA have taken in producing something *new*, I implore other companies to follow their lead.

BATHROOM





An eyeball on a stalk terrorises the neighbourhood.

MASTER BEDROOM



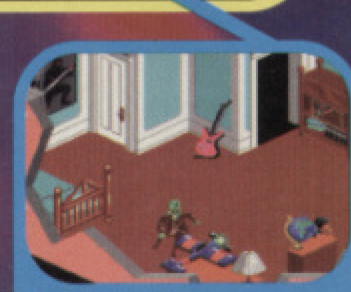


Gary H examines the mirror.



Wahey, missus.

TONY'S ROOM





Yikes, jeepers, yoinks...

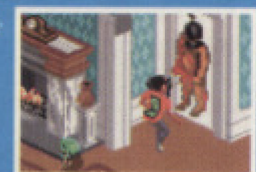


Tony meets a snake...



LOUNGE

Modern Art takes a sinister turn...





LIVING ROOM



▲ *Daphnia kicks ass*



▲ *Iiin one!*

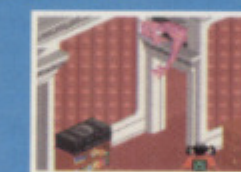




MIMI'S ROOM



▲ *Fascinating haunting here.*



▲ *Yet more ghouls appear.*



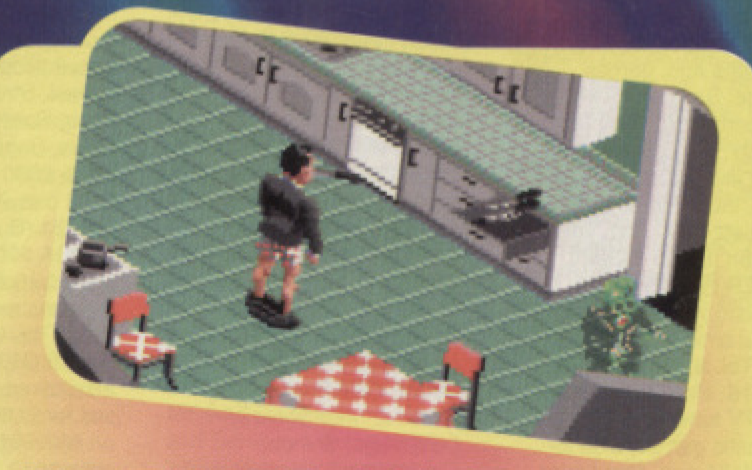
KIDS ENSUITE



MUMMY, I'M SCARED!



The overall ambience of Haunting is one of creeping horror. Each person has a fear level, shown by a picture in bottom-right corner. Starting off at 'Low', only repeated possessions gets their fear level up to 'Very High'. Certain objects work better at scaring people, and the family reacts differently, with valium-swallowing mother being easier to scare than her hardened brats.



▲ *Yeah, er, right, um...*

IN MOMENTS OF STRESS

When the family get a really bad fright, each of them reacts in a hilarious way; dropping their skirt, losing their rug or rolling about on the floor — here's a glimpse of their moments of madness.

SPELLS TROUBLE

Polterguy's spells allow him to regain his Ecto power, ward off demons in the house or give the Sardinis a super scare. The most interesting is the Zombie spell, where Polterguy gets control of a family member and uses them to scare the others.

▼ *Possession is nine tenths of the law.*



PRESENTATION — 95

▲ No game options as such, but the game is portrayed immaculately, and the control method has been effortlessly handled..

GRAPHICS — 94

▲ Brilliant! The four houses are imaginatively and lavishly decorated, stuffed with objects and most of the animated comic set-pieces are classic. The animation on the family members makes it all the more rewarding.

SOUND — 88

▲ A superb array of samples to suit the atmosphere.

▼ The B-movie music is good to, but a bit grating, and too loud compared to the effects.

PLAYABILITY — 88

▲ Each house is filled with all kinds of intriguing objects and the freedom to mess around as you wish.

▼ The haunting offers no threat to Polterguy — you can only die in the cellar section.

LASTABILITY — 81

▲ You'll return to Haunting just for the enjoyment of scaring the Sardinis.

▼ Playing the weak underworld section is a chore, but provides the most challenging part of it all. Haunting's too easy.

OVERALL — 86

A beautifully crafted piece of Megadrive software with just the right balance of action and adventure to satisfy all needs.

☆ MEGA

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FOR SALE Megadrive with 2 games plus SG Propad plus Japanese convertor, all for only £120, also for sale NES Advantage £20, NES Metroid £12, hurry. Tel. Jonathan on 091-258 6240.
ATARI 520STE with games, joystick, sell for £250 or swap for Amiga 500+ or 600. Tel. (0484) 518587.
SEGA GAME GEAR wih 7 games, including Sonic 1&2, TV tuner, battery pack, wide gear ac adaptor & master convertor for £260. Tel. Lee on (0708) 725622 or (0322) 387270.
GAMEBOY and 8 games for sale, £120, Lynx and 5 games £80, Game Gear, wide screen magnifier £10, games include: Tertris, Mario 1, Krusty's, Bad n' Rod, Blue Lightning, Rampage, swap all for Mega CD. Tel. (0234) 213477, and ask for Rusty.
MENACER for sale, includes 6 game cartridge, scope, stock and receiver, will sell for £35. Tel. Scott on 061-456 7695.
DOCTOR WHO videos fro sale! For information send an sae to: Steven Collier, 64 Carr Avenue, Prestwich, Manchester M25 8TS.
GAME GEAR, 11 games, Master System convertor, mains adaptor, fully serviced, 2 months ago, games include: Sonic 2, Kick-Off, Wonderboy III, Wimbledon, Shinobi, also gear to gear cable and issues 2-10 of MMS, including all gifts, video etc £200 ono. Tel. Sam on (0223) 843920.
SUPER NINTENDO (English) with Mario and SF II for a small sum of £130 ono. Tel. Stefan on (0742) 553516, also Game Gear with TV tuner and 3 mega poptastic games, also for only £150 ono. Don't miss out! Call me.
NINTENDO DELUXE, 5 games, SMB, Zelda, SMB 3 and joystick, fully boxed, sell for £75. Tel. Andy on (0942) 725224, buyer must collect.
SEGA GAME GEAR, 3 of the best games, mains and car adaptor, all boxed, mint condition £110 ono, or swap for SNES and 1 game, preferably Street Fighter 2, other offers welcome. Tel. (0968) 676104.
PC ENGINE GT hand held with 8 games and carry case £250 ono, may part exchange. Tel. Ben on (0533) 350118.
GAMEBOY, 4 games: WWF, Gremlins 2, Turtles and Tetris, also headphones and twin player lead, fully boxed, perfect condition, interested? Tel. 021-449 5746 and ask for Oliver, after 4pm.
FOR SALE Gameboy with 4 games, inc. Megaman and Tetris also a carry case. Tel. (0204) 63391, and ask for Ben.
SEGA GAME GEAR with 6 good games, inc. Sonic 1&2, only £150.
8 NEO-GEO games for sale, including 8-Man and Soccer Brawl £20-£45 each. Tel. (0634) 270597.
MEGADRIVE and 10 games for sale, will sell together or separately, games include: Streets of Rage II, Desert Strike, Speedball II, etc. games from £21 to £28, all worth £515, sell for £350 ono, buyer collects. Tel. (0703) 893554 (near Southampton).
MEGADRIVE GAMES: Atomic Runner, Sonic 2, JM Football, Thunderforce III/IV, Tazmania, James Pond II, Rolling Thunder, Streets of Rage, Road Rash, Zero Wing, Strider, Turrican, Devil Crash (Jap), Hellfire (Jap), and many more £15-£25, interested? Tel. Phil on (0792) 205153.
MEAN MACHINES issues 14-22 £5 each, also Sega Pro back issues for sale, excellent condition. Tel. Craig on 021-559 3543.
SNES with Starwing and SF2 £85 ono, unwanted birthday present. Tel. Rupert on (0264) 365236.
GAME GEAR, excellent condition with Sonic 2, Lemmings, Shinobi, Columns, adaptor included, all items boxed with instructions, £125 ono. Tel. (0661) 822827.
MEGADRIVE GAMES, 18 for sale, inc. NHLPA Hockey, Sonic 2, Toe Jam & Earl, John Maddens, Fighting Masters, Mercs, Rolling Thunder 2, all English £10-£15 each, also 3 Japanese games, Whiplash, Alien Storm and Magical Flying Hat Adventure. Tel. (0245) 471100.
LYNX II for sale ,with pouch, sun visor, comlynx and ac plus car adaptors, and 9 games, inc. Stun Runner, Hard Drivin' and Road Blasters, all boxed, in good condition, £200 ono, games maybe sold separately, buyer must collect. Tel. (0245) 471100 (Essex).
FOR SALE Ecco the Dolphin, boxed with instructions, 2 months old, offers, £35 ono. Tel. Simon on (099387) 521.
AMIGA 1200, external drive, approx. 100 disks, in disk box, mouse, joystick, £350 ono. Tel. James on (0508) 493601 (Norwich area).
UK MEGADRIVE games, Streets of Rage 2, PGA Golf 2, excellent condition, boxed with instructions, £25 each. Tel. 081-459 1269, ask for Suja.
MASTER SYSTEM 2, 2 control pads, light phaser, Alex Kidd, built-in, plus 6 games (boxed) including Sonic £80. Tel. (0625) 876463.
UK MEGADRIVE, 2 control pads and 8 games, including Super Kick-Off, Road Rash 2 and John Madden '92, all complete in perfect condition , worth almost £500, will sell for £200 ono. Tel. Nick (0494) 727037, after 4pm.
MEGADRIVE for sale, 4 months old, complete with box, 2 control pads, 5 games, Streets of Rage 2, Ecco, Road Rash, Desert Strike, Super Wrestlemania, worth £300 new, sell for £180 ono. Tel. (0728) 723371 (Suffolk area).
AMIGA 500, hardly used, with joystick, mouse, 4 disks, 8 games and mains adaptor £200. Tel. 081-789 0513.
GAME GEAR, 6 games and adaptor and carry case, will sell for £180 ono. Tel. Daniel on 081-981 8615, buyer collects.
MENACER fro sale, good condition, boxed, will sell for £40 ono. Tel. Glenn on 081-981 8615, buyer collects (London area).
MEGADRIVE games for sale, inc. WO Illusion, Ecco (£20), Fantasia, Forgotten Worlds (£15) or the lot (£60). Tel. Sean on 081-395 6149.
UK MEGA CD & Megadrive, boxed with 14 games, including Flashback, joypads Jap adaptor scart lead and mags £325. Tel. (0708) 226263.
MEGADRIVE for sale with 8 games, inc. Sonic 2, Speedball 2 and Menacer set, all in mint condition with cheats, boxes and instructins and loads of issues of MM and MMS thrown in, sell all for £225 ono. Tel. Jamie on (0734) 781987, now!
SELL JAPANESE Megadrive, Bulls vs. Lakers, Super Kick-Off and 2 joypads for only £110, also sell Street Fighter 2 for £35 and Super Soccer for £20, all in perfect condition, boxed and with instructions. Tel. 071-254 8526.
MEGADRIVE for sale, 11 games, such as: Desert Strike, Ecco the Dolphin, arcade stick and normal control, included Megadrive book and Master System convertor with game included, brilliant deal only 2 months old, £300. Tel. Joseph on (0932) 842366.
MASTER SYSTEM 2, boxed with instructions, perfect condition, only old, includes Alex Kidd, built-in, Wonderboy IIII (Sega Pro 90%) and Moonwalker, all for £60, or swap for Game Gear. Tel. Dan on (0726) 61265, after 3pm.
MASTER SYSTEM 2 for sale, with 6 games including: Sonic 2 and Donald Duck, sell for £100 ono. Tel. (0235) 814006.
PC GAMES, Indy Last Crusade, LSLI, Chuck Yeager Combat, EOB, Rick Dangerous II £5 each. Tel. Peter on (0326) 40453.
Tel. Peter on (0326) 40453.
GAME GEAR for sale, 12 games, Terminator, SO Rage, etc, all accessories, including TV tuner, worth over £550, sell for £210 ono. Tel. 449 7850 (Hertfordshire) and ask for Jonathan. Also Megadrive for sale, 6 games and desk £180 ono.
FOR SALE Megadrive with 2 pads, powerstick and 8 games including: Jungle Strike and Micro Machines £250, also for sale, Gameboy with a handy boy and 4 games, Mario 2, Tetris, Star Wars and Terminator 2 £100. Tel. Andy on 081-645 3933.
FOR SALE SNES, mint condition, includes: Mario World, SF II, Final Fight, Mario Kart, 2 joypads, only £170. Tel. 081-688 4624, now!
MEGADRIVE GAMES for sale, Turrican, Spiderman, Sonic 1, Mercs, Eswat, Truxton £10, Chuck Rock, Strider, Ex-Mutants £15, Alien III, Thunderforce 4, Road Rash, Sonic 2 £20, Fatal Fury, SOK 2 £25, Game Genie £20, CD Black Hole Assault £15, offers considered. Tel. Pete on (0902) 727878.
MEAN MACHINES issue 0 July 1990, mint condition, £25 ono. Write to: David Grant, 47 Verulam Way, Cambridge CB4 2HJ.

AMART 

OI! I'm selling my Amstrad CPC 464, fully equip with keyboard, monitor, chetah joystick, and over 60 top games, such as: Black Tiger, Gouls 'n' Ghosts, Midnight Resistance, etc, selling for £70. Tel. Matthew on (0788) 890935.
MEGADRIVE with 16 top games, extra controller Scart and Pal leads, Japanese adaptor, all boxed, in excellent condition, very cheap £325, including a lot of magazines. Tel. Mike on (0948) 663974, in the evenings.
JAP MEGADRIVE plus Mega CD with Pro CDX cart, allowing any games to be played, includes Sewer Shark, Road Blasters and Jaguar, all for £250. Tel. 061-336 8727.
WANT a Sega Mega-CD 2! only £199, MD 2 only £99, Scart only I'm afraid, Sega Fighting 6-button pad £25, Sega mouse only £35, Sega MD 4-player multi tap £35. Tel. Chris (0273) 883035.
MEGADRIVE for sale, with 9 games, Menacer Gun, 2 joypads, all official and boxed, worth over £500, for sale at £280 ono. Please contact Chris Miles on (0442) 259996, evenings or weekends.
GAMEBOY for sale, boxed, good condition, includes game-link, Tetris, Terminator 2 and Super Hunch Back, £80. Tel. Richard on (0745) 813584.
SUPER NINTENDO, 7 games, universal adaptor, 2 joypads £250 for the lot, also Sega Megadrive, 7 games, joypad, powerstick, adaptor, magazines and videos £200 for the lot. Tel. (0843) 596984, and ask for Sihn. Urgent sale of both.
GAME GEAR plus 8 games, Lemmings, Columns, Smash TV, Chuck Rock, worth £365, sell for £260 ono. Tel. 081-558 9169, weekdays (E. London area).
MEGADRIVE games: Lemmings, LT Challenge, T.Force 4, and WO Illusion £25 each, 2 for £45, or 4 for £85, boxed and instruction, also MS convertor with SK-Off, Speedball, S.Tennis, Populous and light phaser £50, worth £162, no swaps and no negotiating. Tel. Arvy on 081-813 8309.
MEGADRIVE GAMES for sale, Alien 3, Pitfighter, Krusty's. Super Kick-Off, Arcus Odyssey, TJ & Earl, Aquatic Games, Shadow Dancer, Castle of Illusion, Sonic & Space Harrier 2 £20 for both, the rest are £10-£20, all in good condition. Tel. Mike on (0788) 891440.
EGG FRIED RICE! I'm selling a few of my top quality games, Desert Strike £18, Chakan £18 , Tazmania £20, Terminator 1 £15, Sonic & After Burner II £20, Pitfighter £17, Alien 3 £20, Shadow Dancer £16, Krusty's £17. Tel. Mathew on (0788) 890935.
MEGADRIVE games for sale, Two Crude Dudes, Magical Flying Hat, Streets of Rage £16 each, Golden Axe II, Sonic I, Wonderboy, Monster World, Ghouls 'n' Ghosts £20 each, Altered Beast £10, Japanese convertor £5. Tel. Daniel on (0582) 715349.
ELEVEN Sega Megadrive games for sale, including: Desert Strike, Sonic II and EA Ice Hockey, all games boxed with instructions, all games are official copies and all are in perfect condition, prices range from £10 to £30. Tel. Lee (0272) 350710.
MEGADRIVE with 12 games, including PGA Golf, Powermonger, Road Rash, Speedball II, F22 Interceptor, JM '92, EA Hockey, David Robinsons', arcade powerstick, 2 further controllers, also Japanese convertor, will throw-in 20 mags, worth in excess of £750, quick sale needed, £350. Tel. 051-920 0347, after 6pm.
FOR SALE Super Famicom with 1 joypad, internal convertor and Street Fighter II, sell for £130 ono. Tel. (0274) 835586 and ask for Mark. Also Japanese Megadrive with 5 games, 2 joypads and carry case for sale £150, plays all games.
SUPER NINTENDO (brand new), UK/PAL version, 1 control pad, Street Fighter II, Super Mario World 4, £115 ono. Tel. Mark on (0778) 344094.
MASTER SYSTEM 2 for sale, with 6 games, psu and 2 control pads, £60 ono (perfect/boxed). Tel. Mark on (0778) 344094.
FOR SALE Game Gear, boxed as new, with 6 games inc. Sonic 2, Donald Duck and Sonic 1, accessories include. wide gear, car adaptor, mains power pack, worth in excess of £300, will sell for £170 ono. Tel. Dave on (0708) 478468.
SCART English Megadrive, controller, psu, Corporation, Dragon's Fury, Marble Madness, Shadow/Beast II (boxed & instructions), £125 ono. Tel. Mark on (0778) 344094. Bargain!
MEGA CD games, Sewer Shark (USA) £35, Switch (Jap) £35. Tel. Bath (0225) 338587.

SWAPS

MEGADRIVE will swap my Super Kick-Off game, official, excellent condition for your official Flashback only, must be vgc. Tel. (0322) 556801.
SWAP Ecco, Ghouls 'n' Ghosts, Arnold Palmer Golf, Double Dragon 2, Desert Strike for any decent game or swap all for Mega CD and games or sell, prices from £15-£30. Contact Andy on (0744) 811280.
AMAZING collection of Megadrive/SNES games for sale or exchange. I'll also buy any recent MD/Mega CD games up to £20 paid! SAE: Michael Herron, 120 Glebe Gardens, Glengormley, Co. Antrim, N. Ireland BT36 6ED or phone (0232) 84473, not mornings - thanks!
MEGADRIVE with Flashback and Sonic 2, will swap for SNES with 1 or 2 games. Tel. Tim on (0832) 735207.
I WANT to swap my Megadrive plus 2 games, including Sonic 2, Super Kick-Off for a SNES with 2 decent games, preferably STF II and Super Mario or others considered. Tel. Steve on (0527) 62765, after 4pm.
MEGADRIVE GAMES for swapping, Sonic, Revenge Shinobi, Super Monaco GP II, Sword of Vermillion, Golden Axe, open to offers. Tel. (0323) 505428.
BOXED MEGADRIVE with 7 games, 1 controller with boxed arcade power stick, I want USA SNES with games. Contact 081-368 7486.
BOXED SNES with 10 games, 2 controllers plus Action Pro Replay, I want Neo-Geo with games. Contact Ricky on 081-368 7486.
MEGADRIVE with 3 games for a Super Nintendo with 3 games, also for sale 4 Megadrive games. Tel. (0582) 583025.
SWAP my Megadrive, 2 joysticks, 2 games for Amiga 500. Tel. Matt on (0705) 781624.
GHOULS 'N' GHOSTS for sale only £20 or swap for any other decent Megadrive game. Contact Kevin on (0533) 885043.
WILL SWAP Mega game Fantasia or Quackshot for Grand Slam Tennis or PGA Golf. Tel. Mel on 021-358 4102, after 5pm.
WILL SWAP Madden '92 for Flaskback, also both Test Drive 2 and Italia '90 for Super Monaco 2. Tel. Paul on 091-266 8378.
SEGA MASTER SYSTEM Ninja game to swap forf Sonic the Hedgehog. Tel. 031-551 3893, ask for Max.
MEGADRIVE GAMES to swap or for sale, Cyborg Justice, Chakan, games wanted are Micro Machines, X-Men, also to swap or for sale Sherlock Holmes, CD, wanted Time Gal. £25 per game, strike control pad £5. Tel. 081-575 7207.
I WILL SWAP my Megadrive with 4 games for your Amiga 1200 and games. Tel. Alam on 081-543 6878.
ATARI 520 ST, Quickjoy, joystick, mouse, over 50 games,amany top titles (worth over £300), sell for £165 or swap for Megadrive and games or SNES and games. Tel. (0733) 62803 (Peterborough).
SWAP MD with Sonic 2 , Streets of Rage II, 2 controller for SNES with 1 or 2 games. Tel. (0442) 876848.

WANTED

I WILL BUY used Megadrive games at ⅓ the retail price. Writing stating the games you wish to sell to: Keith Johnson, Flat 56, 380 Hotwells Road, Hotwells, Bristol, Avon BS8 4NT.
UK MEGA-CD with Final Fight or Night Trap or any good game, willing to pay between £150-£175. Tel. (0250) 883341.
WILL BUY Megadrive Mega-CD, Master System games, swaps from £4. Tel. Brian on (0463) 221173, after 2pm.
MEGADRIVE with decent games will swap my SNES. Tel. Brian on (0463) 221173, after 2pm.
COMIC'S WANTED. First 20 monthly Judge Dredd magazines and Every Toxic. Call Roddy on (0862) 892633.
WANTED URGENTLY! Test Drive II for the SNES, will pay good price or swap for decent title. Tel. (0900) 826062, ask for Mike.
WANTED cheap printer, for use with Amstrad CPC 464, in good condition. If you can help, please phone 021-554 6714.

PEN PALS

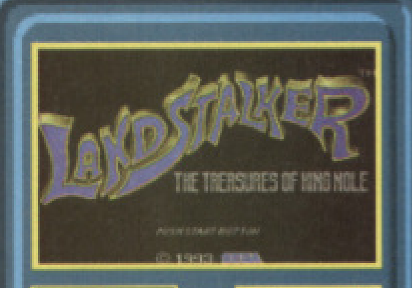
HI! I am a 13-year-old boy looking for a 13-year-old girl pen friend. I like sports, music, computers, animals and riding. Please send a current photo to: Thomas Murray, Sunnyside Cottage, Gateside, Kingswells, Aberdeen AB1 8PP.
15-YEAR-OLD boy requires pen pal, either sex of similar age, must be prepared to write regularly. Please write to: Damien Fahy, 26 Beechwood Avenue, Chatham, Kent ME5 7HH.
YO all those Megadrive lovers. I'm a boy aged 14 looking for a girl pen pal, roughly the same age. Write to: Matt Willis, 2 Ivy Villas, Brantham Hill, Manningtree, Essex CO11 1SX. All letters answered, photo if possible, cherrio, auvoir, adios, amigos.
HI, I am a 14-year-old boy looking for a good looking 14-year-old girl with blonde or brown hair, photo included. Please write to: Kevin Aubrey, 7 Warren Road, Ickenham, Middlesex UB12 8AA.

MISCELLANEOUS

CHEATS for Megadrive Master System, Gamegear, just send £1 plus SAE to: A. Low, 1919 Paisley Road, West Glasgow G52 3TF.
LEADS TO CONNECT Amstrad CTM-644, colour monitor to Megadrive, superb picture. Send £6.50 to: Thomas Burns, Cloysbare, Cliffoney, Co. Sligo, Ireland.
WANTED MEGADRIVE contac ts to swap games, etc. Tel. (0602) 299435 or write to: 4 Annan Court, Aspley, Nottingham and ask for Pip. 100% reply, also Rolling Thunder II Scart version £10.

MESSAGES

GET A DISK DRIVE for your SNES now! 24Mbit model for Turbo SF2 only £279. No time wasters! Tel. (0273) 883035. Hurry!







PRICE £49.99

BY SEGA

RELEASE OCTOBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: 4 SAFE POSITIONS
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

REACH MERCATOR

ORIGIN

Landstalker is from the same team that produced Shining Force (93%), and is in the full arcade-adventure tradition.

HOW TO CONTROL

The D-Pad controls your elven dude and moves the pointer during the menu screens. Easy eh? Indeed.

- **A** Slash with sword
- **B** Jump
- **C** Pick up/Drop
- **S** Inventory

HOW TO PLAY

Explore the island's caves, country and cities: killing beasts, solving puzzles and unravelling the mystery of King Nole's treasure.



FANTASY ISLAND

The mysterious (and nameless) island your adventure takes place on is a mixture of towns and wild countryside. Outside the protection of the stockades, dangerous creatures roam, making your sword an essential item. At first, these take the form of bubbles and mushroom men, but in the interior, orcs, snake men and huge purple trolls are blood-hungry.

MASSAN

Massan is a tiny settlement in the North-East of the island. The people are renowned for their hospitality and docility. Near their village is a set of caves carved out by a strong underground river. The scholar Prospero has made his home there.



GUMI

Gumi is Massan's nearest neighbour, linked by a bridge. The people of Gumi are stronger than the Massan and good at heart, but apt to indulge in some strange religious ceremonies. Their dabblings in the occult have caused some concern. The coastal path between Gumi and Ryumu is regularly troubled by rockfalls.



NIGEL'S DIARY — 9th after Septmass

A strange thing happened yesterday. I had just arrived in Kavla after a horrible ferry-crossing from Gamul, where my expedition to find the Treasures of Gypta had at last been successful. With the Gypta statue under my cloak, I headed past the guards at customs, hoping that our 'gentlemen's agreement' was still in place and I wouldn't be searched. Then, at Jamal's, just as I was closing the deal for the booty, a tiny faerie girl flew through the window from the street below, begging for my protection. Seconds

LANDS

GAZETTEER

Forget the Michelin, here's an essential tour guide to the island: with the best inns and hotels, places of interest, wizard's towers, decaying crypts etc.



PLACE OF INTEREST

SHRINE

This labyrinth of caverns lies between Gumi and Massan, beyond a noxious swamp. There is rumoured to be a shrine to His Dark Excellency at the heart of the maze of traps and puzzles, where human sacrifice is offered, though few pass beyond the doors of solid-rock to confirm it.



later, that ruthless bounty-hunter Kayla appeared with her two hench-lizards, demanding the sprite be handed over in no uncertain terms.

Being heavily outnumbered, I jumped over the parapet with the girl and hid in some bushes! After giving them the slip, I grilled her on why they were after her. Turns out she knows the whereabouts of King Nole's treasures on some nearby island, making her a very popular contact at the moment. Gold coins in my eyes, I suggested we hop onto an Eagle and do a little exploring of our own. We reached the island and found board in a one-mule town called Massan — perfect because it's near the caves. An early start is planned for tomorrow...

STALKER

MEGA GAME

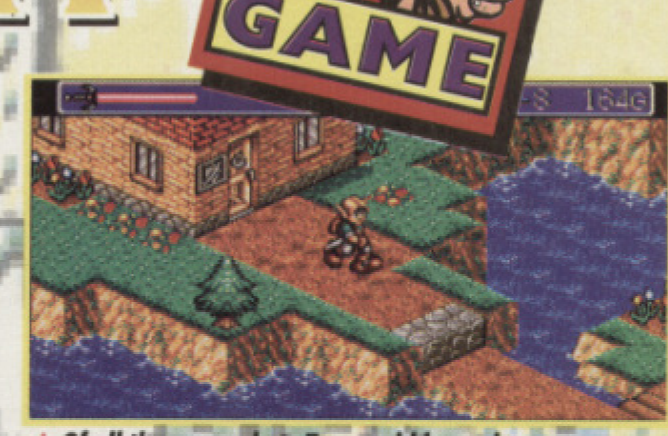
COMMENT

GUS

Megadrive moaners are always saying the best games on the machine are groovy and playable but often too shallow. Silence, fools! Landstalker is lavish, action-packed, taxing and extremely deep. In just about every department: graphics, playability, game plot and size. Landstalker defers to nothing else. The programmers have produced a really solid-looking isometric 3D, with amazing stone and wood textures. There's a vast variety of locations and landscapes, each with it's own excellent soundtrack. But Landstalker is made a classic by the involved plot that surrounds your adventuring. The story adds another dimension to exploring the vast dungeon areas, making it as much a brain game as an action adventure. The more you play, the more you realise this is by far the best adventure game on the Megadrive.

RYUMU

A small town on a headland, Ryumu is in decline due to the growing influence of Mercator. Despite its small size, Ryumu is a hot-bed of intrigue in its municipal affairs, and finding someone who'll talk openly is difficult.



▲ *Of all the screenshots Tom could have chosen...*

PLACE OF INTEREST

LIGHTHOUSE

The lighthouse at Ryumu is one of the island's tallest structures. Powered by the rare Sunstone, it is an invaluable guide to ships entering the foggy bay.





THE PROMONTARY

This remote strip of land is reached by raft from Ryumu. Inside are sacred relics of the golden goddess, set around a tranquil pool and spectacular waterfall. However, the setting has been defiled by thieves and kidnappers, using the place as a base, and preparing elaborate ball and spike traps for unwelcome visitors.



▲ *Hmm. It looks a bit like he's jumping off a wafer biscuit. I bet it's something else though. Eeh, I'm a bit daft, me!*

COMMENT



Landstalker doesn't make for any ground-breaking achievements but is something very different for the Megadrive. At times I find that the odd perspective employed is confusing — platforms that appear in one position may lie in another. Pitfalls often prove lethal as Nigel's journey progresses so this becomes a bit irritating. Other than that the game is a marvel. Not only is it visually magnificent but the interaction between characters is always entertaining with a great line in humour supplying light relief on occasion. Every location in the vast adventure is richly depicted with as much care applied to background images as the main players. Consequently the eyes are always entertained by places and characters visited many times before in the course of exploration. Sega also provide an outstanding musical score, yet again, with a consistently good mix of soothing madrigals and rousing marches. Landstalker is guaranteed classic status in no time at all.

MERCATOR

The largest town on the island, Mercator boasts all sorts of attractions. The town is an expensive place to stay, due to the high taxes imposed by Duke Mercator, the undisputed ruler of these parts. The guards surrounding Mercator are quite choosy about who they let in. Sightseers shouldn't miss:

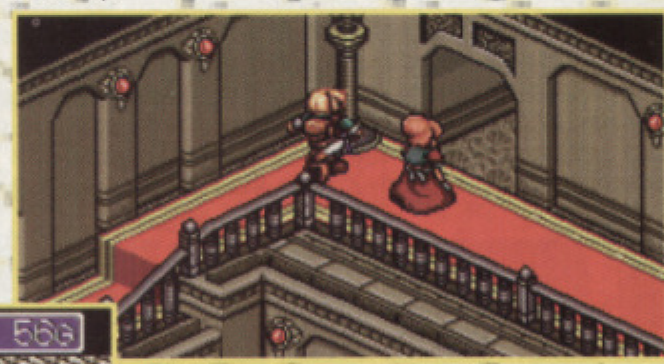
MADAME YARD'S

What goes on in Madame's Yard, when only grown men are allowed in? Shadowy figures flit from the Palace to this popular 'member's only club'.



THE ROYAL PALACE

This huge residence, surrounded by gardens houses the art collection of the Duke, along with a library, grand dining-room, and armoury of the Ducal guard (which is marshalled by the famed warrior Arthur).



▲ *Woman: I know just what sir needs.*
Nigel: Gumph!!!

THE PORT

All the ships coming to the island dock here, so the marketplace on the pier is a sensible idea. The cheapest Ekeke on the island. The duke has his own personal berth — and yacht for that matter!



▲ *Tree, I love thee.*



MYSTERIOUS TREE

A strange puzzle is set by the large trees found close to many of the island's towns. At first they seem to have no purpose, but they've been called a 'treasure hunter's best friend'. What does this mean?



MIR'S TOWER

Drop in for tea with an evil sorcerer, holding the island to ransom. First you'll have to work out a way past the energy field at his tower's entrance.



MAGIC POCKETS

A lot of time is spent in dungeons and lairs, most of which have locked doors and puzzling passages. Keys and useful objects are found in chests, and pressure pads open up secret stairways and conduits. You will get stuck, but exploring always presents a solution. Eventually.





THE CRYPT
Hideous moanings and ghastly vapours emit from this collection of remains, of past Mercatorans. The crypt is one massive puzzle, solved by cracking ten separate riddles, carved as epitaphs on each tomb.



BODY AND SOUL
You'll need to maintain your strength after the repeated attacks of monsters. Three locations, dotted around the island are useful to this end.



SHOPS
Shops of all sorts exist — most sell Ekeke, the life restoring herb. Detox grab is another popular line, and life-stocks (which are very expensive). In the larger town weapons and armour are freely available. Bear in mind that prices may vary considerably.



▲ *Hey mate. How much for that golden bum over there?*



GREENPEA'S
Where fools and their money are easily parted, but gain skill at his ball game and easy cash may come your way.

LUDWIG'S
Celebrated composer and musician, Ludwig teaches and performs by Royal command. He also knows more about the affairs in Mercator than is good for him.



▲ *Yes, it is a nice cello isn't it!*

INNS
Inns give you a place to rest and recover your hit points. Most of them also have a map book that allows you to view your location on the island. Staying at inns costs money, but they are places to pick up valuable information.

CHURCHES
Priests in places of worship are adept in curing all ailments caused by evil creatures and spirits, and also for recording your progress (save game). Just take the relevant book from the shelf and place it on the lectern.



LONG TERM REPORT	BREAKDOWN
HOUR	STRATEGY
DAY	CHALLENGE
WEEK	ACTION
MONTH	REFLEXES
YEAR	ORIGINALITY

PRESENTATION 91
▲ Clearly set out screen display, loads of amusing in-game touches and sequences.
▼ The long intro cannot be skipped (unless you've saved a game), which is highly irritating.

GRAPHICS 96
▲ Really fabulous and oozing quality. Landstalker features a vast array of places and people all rendered in beautiful isometric 3D.
▼ Some of the enemy sprite designs are bland (only at the beginning).

SOUND 90
▲ The music changes constantly to fit the mood and scene.It suits each perfectly.

PLAYABILITY 94
▲ A mixture of many game-styles from the first dungeon onward, hooking you from the moment it begins. You have the freedom to explore and backtrack to find the game's many surprise features.

LASTABILITY 95
▲ There are five gemstone quests and numerous sub-plots and sub-levels in your path to gain them. The game's difficulty rises to meet your growing skills. There's weeks of play here.

OVERALL 94
Landstalker is an adventure masterpiece, that has something for every type of Megadrive owner. This is the one Sega game you should not miss this year. It cannot fail to delight.

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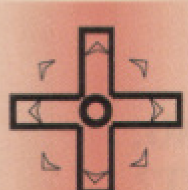
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PREVIEWS

ROLLING THUNDER



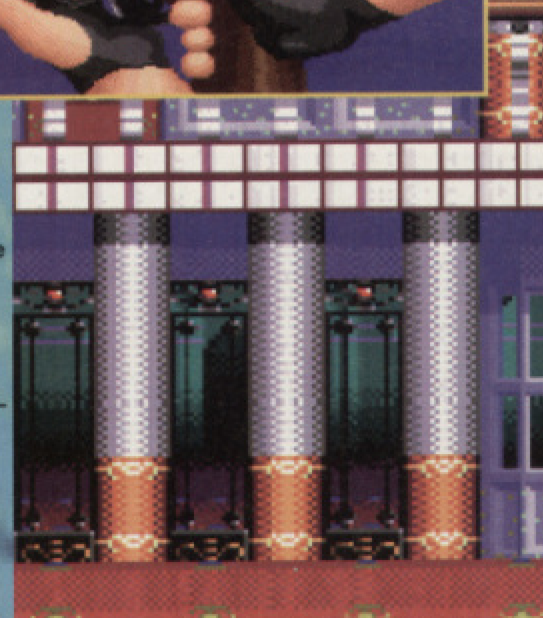


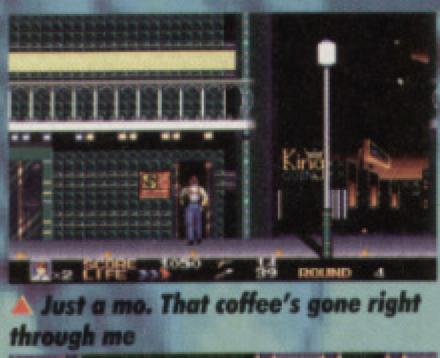
Holy Chunder — Rolling Thunder's back! And this time they've NOT brought their Dad. Well er, it seems our fave agents Albatross and Leila (K?) are to be busy making terrible Danish house music (secret code for 'on a dangerous mission') so it's a case of sloppy seconds in the agent stakes. Step forward Jay, a smouldering young gun who's available to work on his own.

The new case concerns a terrorist group called Gelda. Their aims are a bit vague, but it's known that their second-in-command, Dread, likes a bit of the highlife in Las Vegas. Jay heads there but soon runs into trouble (in an oil refinery of all places). Using his radio contact with HQ, he is led through umpteen level of grunt-infested intrigue.

Rolling Thunder III follows on from two previous games. When first launched by Atari games it caused a bit of a stir with its smooth graphics and action, redefining the platform shooter genre. The sequel made a belated official appearance on Megadrive early this year. This third instalment is trying to build on the format by adding motorcycle/jetski sections to the familiar platform format.

Namco have stressed to us that the game is still in development, although it plays pretty smoothly. They are listening to the opinion of expert gamesplayers (like ourselves) to see what changes have to be made. The fruits of their labour may be harvested by you in a future MEAN MACHINES review.

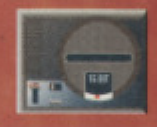




▲ *Just a mo. That coffee's gone right through me*

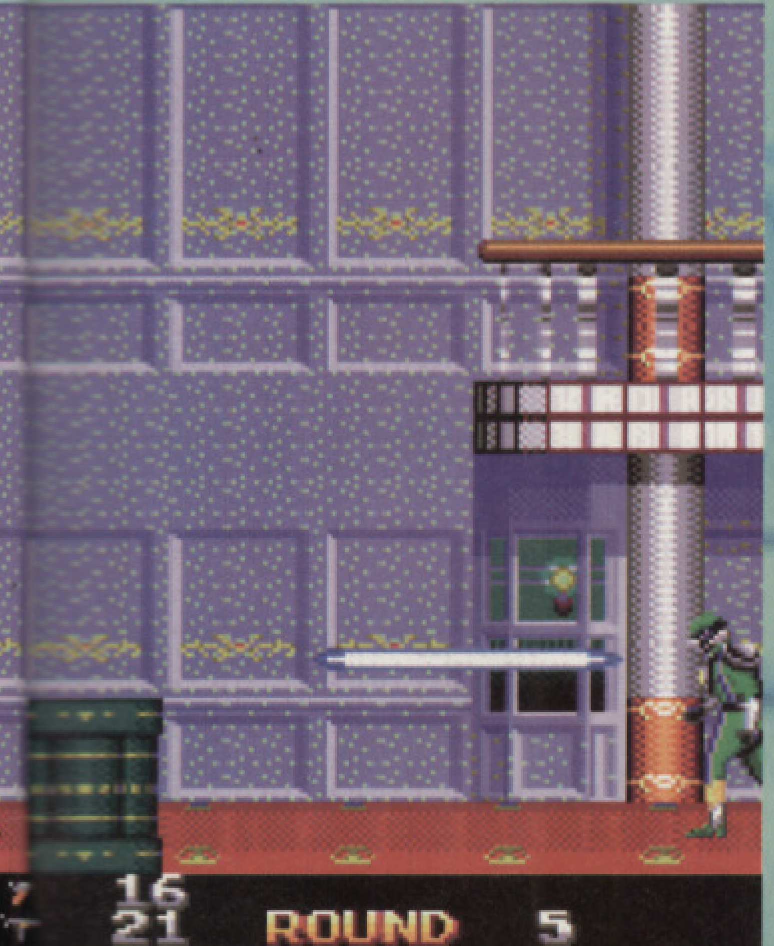








▲ *Pantomime captions number 6 - "Be-hind you!"*





▲ *The guy in the car looks a bit travel sick!*



THE DUELLISTS

A major new feature of Rolling Thunder III is the extra weapon selection made before each level. Nine different arms, from grenades to bazookas and flamethrowers may be picked. However, once used, a weapon is defunct for the course of the game.

RELEASE	TBA
BY	NAMCO
PRICE	TBA

1 PLAYER

PERCENT COMPLETE



Asterix





I don't know what it is but it's got a good beat!

The most famous lager-quaffing, horn-helmeted, big-fisted Gaul who ever lived is coming to the Megadrive soon. It's Asterix, it's from Sega and so far it's looking pretty cool.

Graphically the game is very close to Underzo's original cartoon, in fact, the wizard artist worked very closely with Core Design's programmer, Gerr O'Carroll (known for the classic Heimdall on the Amiga) and approved all the graphics as they went along.

It's a platform game, with the player jumping into the decidedly grubby skin of Asterix as he romps across loads of levels and sub-levels, collecting potions and objects. Starting in Gaul village, the ultimate aim is to move into Rome via a series of countries.

Punch anything suspect, jump across things, collect keys to get into locked areas, swing across platforms and generally cross the colourful platform levels without getting wasted. There are some serious looking end of level bosses to deal with including Cacophonix (a tone deaf bard) who tries to kill you softly with his utterly unmusical notes (the trick is knock his musical notes back at him). Check out our full review in the next issue.

PAF!











Oooyah!





If only Asterix could reach the kettle.

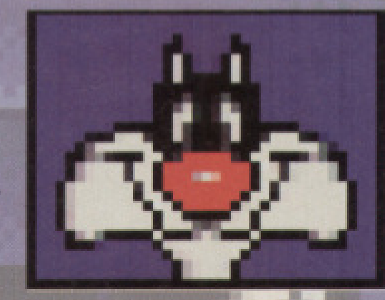




1 PLAYER	RELEASE	OCTOBER
	BY	CORE DESIGN
	PRICE	TBA
PERCENT COMPLETE		



SYLVESTER & TWEETY



▲ *Why I oughta...*

Sylvester the putty tat and that lisping yellow budgie, Tweety, have been going at each other hammer-and-tongs for years and that bad black cat hasn't caught Tweety yet. But now the misadventures of the terrible two are being transferred onto an eponymously-titled Megadrive game courtesy of Tecmagik.

Licensed directly from Warner Bros, Tecmagik hope to capture all the style, music and humour of the Looney Tunes characters, which have enthralled millions of kids for years, and reproduce them on the 16-Meg cart.

The player dons the furry skin of Sylvester and the main task is to find and eat that damn bird. Naturally it's not so easy when you've got a huge dog on your trail, a wizened old granny with a lethal broomstick and loads of obstacles to overcome.

Judging by the sneak peak we've had, the game is looking pretty neat with massive sprites, real cartoon graphics and stacks of animation — so much so you'd almost think it was the cartoon!

There's loads of interaction with the scenery — picking things up, chucking them about and feeding bones to the dog to keep him at bay. As for the gameplay, we'll just have to wait and see but as soon as we get it, you'll get the full review in MEAN MACHINES SEGA. Where else?!



Time for bed young cat!



▲ *My, that bone looks tasty!*

▲ *So much for a cat's sixth sense.*



▲ *This one's just begging for a witty caption (geddit?).*











▲ *Pesky 'skeeters. Oops, wrong genre.*



▲ *Great armour. Man at C&A?*



▲ *So! Laugh at my sandals would you?*



▲ *With this mighty sword I shall deliver you a nasty swipe to the shlong!*





▲ *That's no way to dress for swordplay, lady!*

Evil Lords are two-a-penny nowadays — there's always one trying to screw up the world and the universe as we know it and Blades of Vengeance, the new offering from EA, is no exception.

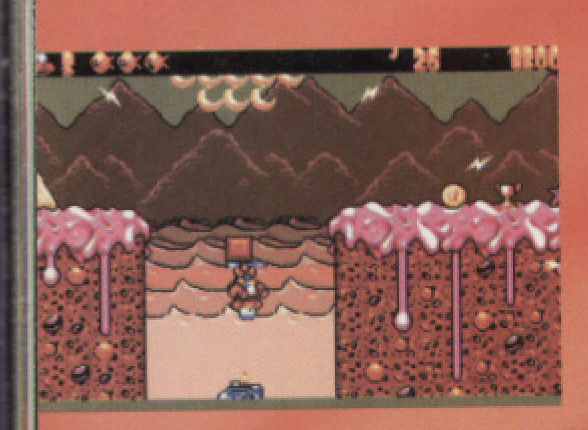
It's arcade action ahoy as one or two players choose from three characters; Huntress, Warrior or Sorcerer all of whom have different attributes, weapons and powers. There is a vast array of potions and amulets there for the taking to help each character on his or her quests through seven beast-infested levels.

Set in caves, forests and fortresses of a distant land, Blades of Vengeance pits the player against enemies such as the stony-eyed, snake-haired Medusa, vampires, dragons and zombies before the final confrontation against the Shadow Lord. To add a bit of variety, different types of creatures attack at various times of the day. Players can also ride creatures such as turtles, spiders and centaurs. Watch out in future issues for the full review.



ADVERTISERS INDEX





JAMES POND III





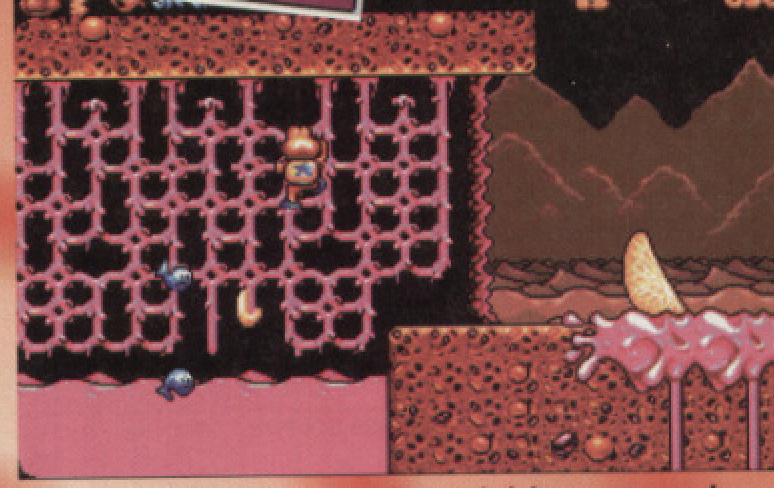
The most famous and distinguished of fish — EA's Pond, James Pond is back for his fourth adventure on the Megadrive in James Pond III: Operation Starfish.

Not being a complete saddies, we at MEAN MACHINES refuse to trot out the usual line of fish puns and instead will tell it like it is: The evil Dr Maybe has returned to create havoc in the world. His new cunning plan is to mine yogurts, ice cream and cheese from the moon's rich supply, monopolise and change the face of the dairy market as we know it. Milky, milky! FI5H has discovered his plot and has sent their top agent, Pond, to sort him out.

Armed with a stack of special powers such as suction boots to mount any surface, a fruit suit which doubles as a deadly weapon if he rolls on the enemy, skis, rocket boots and anti-gravity boots, Pond also drives a lunar buggy, a drilling machine, a giant moon-worm and a mini-rocket. The game also introduces Pond's new side-kick, Finnius Frog and follows their quest for the world's salvation. Tune in next month for further updates.



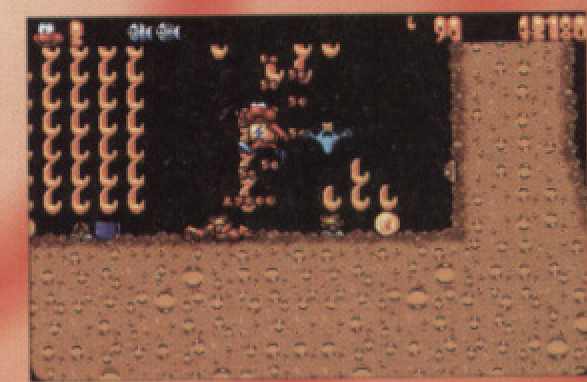
Hey, giant fruit! Great!



MEAN MACHINES classics Number 3. Mind the oranges, marlon



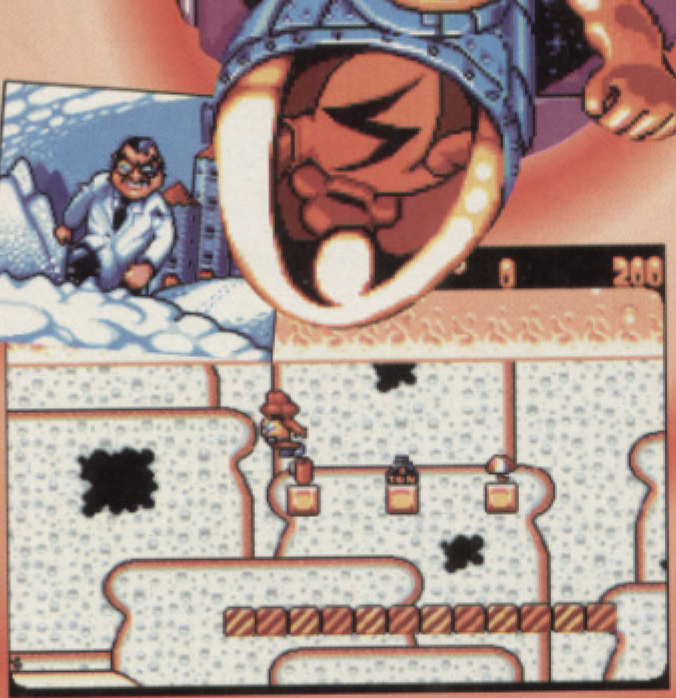




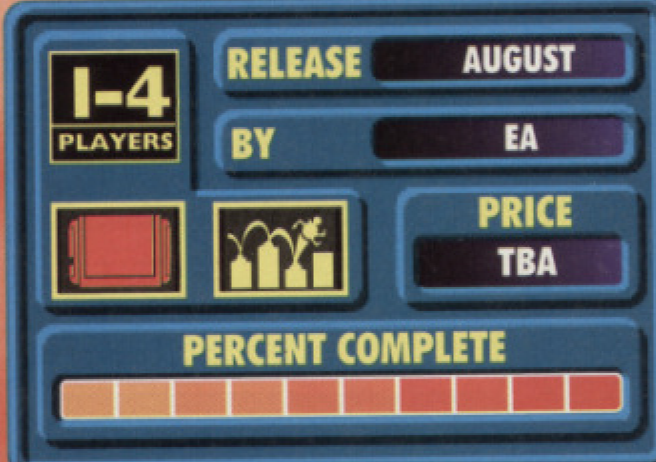
Oh, and mind the Quavers too!



Just where is James. I don't know?

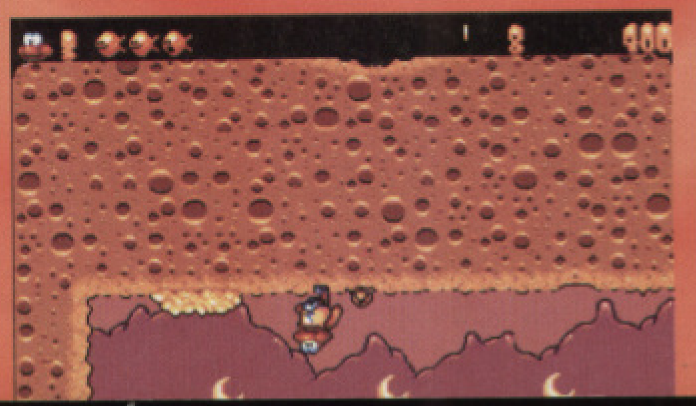


Hmm, it's a bread level. Macabre.



1-4 PLAYERS	RELEASE	AUGUST
	BY	EA
	PRICE	TBA
PERCENT COMPLETE		







PINK PANTHER

One of the biggest cult cartoons of yesteryear is being transferred onto the Megadrive by Tecmagik and it's looking very er... pink. Seriously though, from what we've seen so far, they've transferred the cool dude pretty well onto the 16-meg cart and he saunters along exactly as he did in the fab cartoons.

The Pink Panther, who will star in a new cartoon series and a huge new film later this year, makes his debut into video games in a zany platform adventure on a movie set. And of course, it wouldn't be Pink Panther without that distinctive signature music so Tecmagik have duly contracted with EMI for Henry Mancini's original tunes.

The game revolves around our hero, wandering around various film sets such as Honey I Shrunk the Pink, where he's shrunk to microscopic size and has stacks of fun running around inside turkeys and other such delights and then there's Pinkin' Hood where green-tighted wonders desperately try to lance arrows through his lug-hole. Keep your eyes peeled for a full review coming soon.



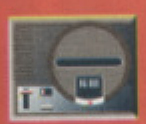
▲ *(To be sung) He's the Pinky Pink Panther, the plinky plink Panther. I never did know the words.*

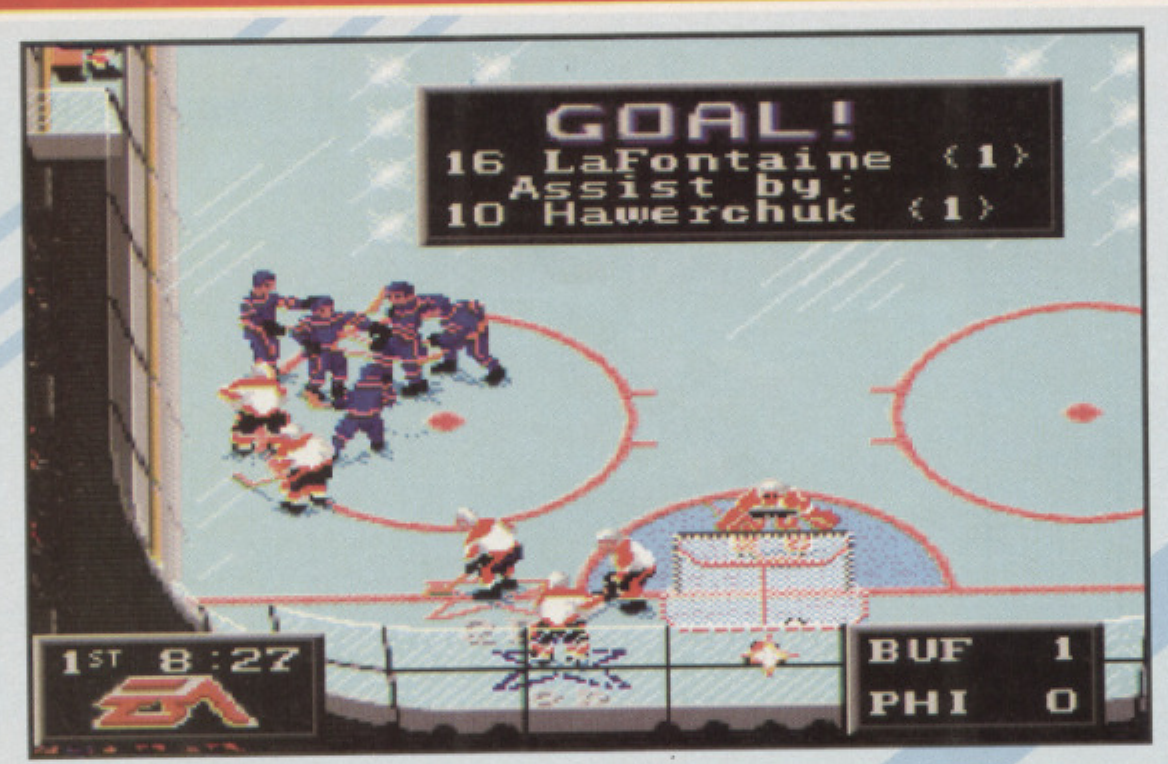
▲ *Call me daft, but aren't Panthers a bit bigger than this?*

1 PLAYER	RELEASE	NOVEMBER
	BY	TECMAGIK
	PRICE	TBA
PERCENT COMPLETE		



▲ *Sorry, Pinky. I don't know what they are either. Golf tees perhaps?*



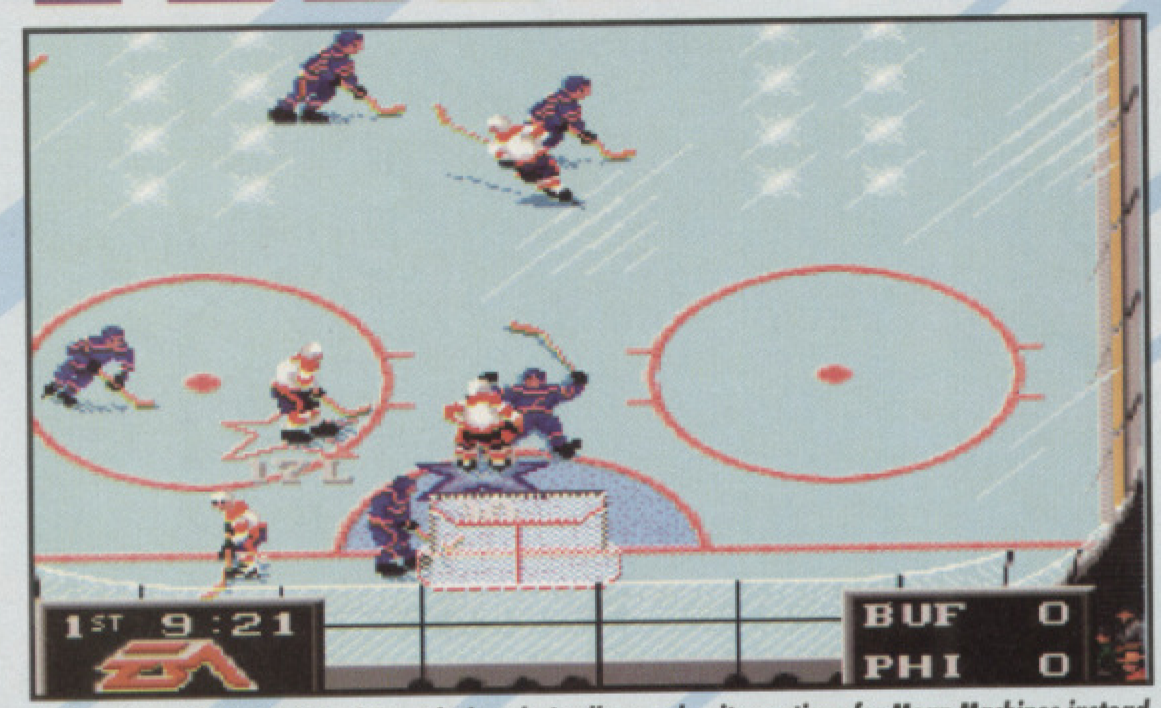


Grab your sticks and get ready for the a right royal pucking with a cool new sports sim sequel on the Megadrive from Electronic Arts — NHL Hockey '94.

The game is similar in may ways to the last EA hockey title — NHLPA Hockey '93 but is set to revolutionise sports sims with the added feature of being compatible with EA's spanking new 4-WAY-PLAY which allows up to four players to battle it out at once. When we first saw this game way back when, two players could compete on the same side but one of them had to be the goalie all the time while the other did all the rushing about which would have been pretty naff and fairly dull for the goalie. But now it's been adapted so that both players can play all position.

This sequel is much faster and includes a manual goalie option so the player, not the computer, can be solely to blame if the goals fly in. The 8-meg cart also includes 'one-timer' volley shots for the forwards, penalty shots within the game, a penalty shoot-out option, new crowd animations and battery back up to save up to seven players' place. Tune in soon for the full review!

NHL HOCK



▲ *Hey, I'm sick of all this hockey malarkey, let's all go and write captions for Mean Machines instead.*











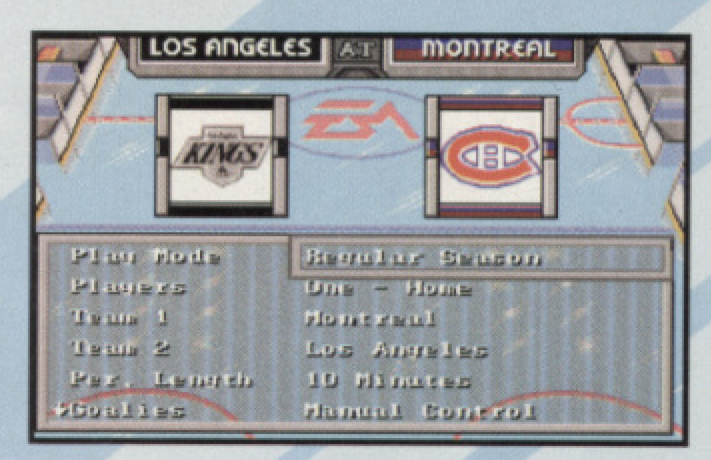




▲ *No 'puck'-related captions in this mag. Oh no!*



EY 94

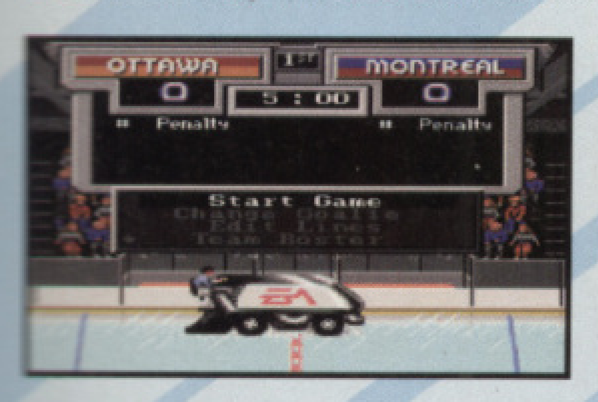




▲ *Games action ahoy in this screen shot. Tom wrote this. He's getting too big for his boots, that lad.*



▲ *I don't know about you, but I reckon that that Ron Barr chap looks a bit like Ron Atkinson. He does, doesn't he? Well I say he does so you can all just chuff off!*







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5. EAT IT.

6. HOLD IT IN FRONT OF YOUR FACE. THEN CLOSE YOUR LEFT EYE AND RIGHT EYE ALTERNATELY AND IT LOOKS LIKE IT'S MOVING!

7. STAPLE IT TO YOUR CHIN TO AVOID LOSING IT. IF YOU'RE REALLY LUCKY, PEOPLE MIGHT COMMEND YOU ON WHAT THEY THINK IS A TECHNICOLOUR BEARD.

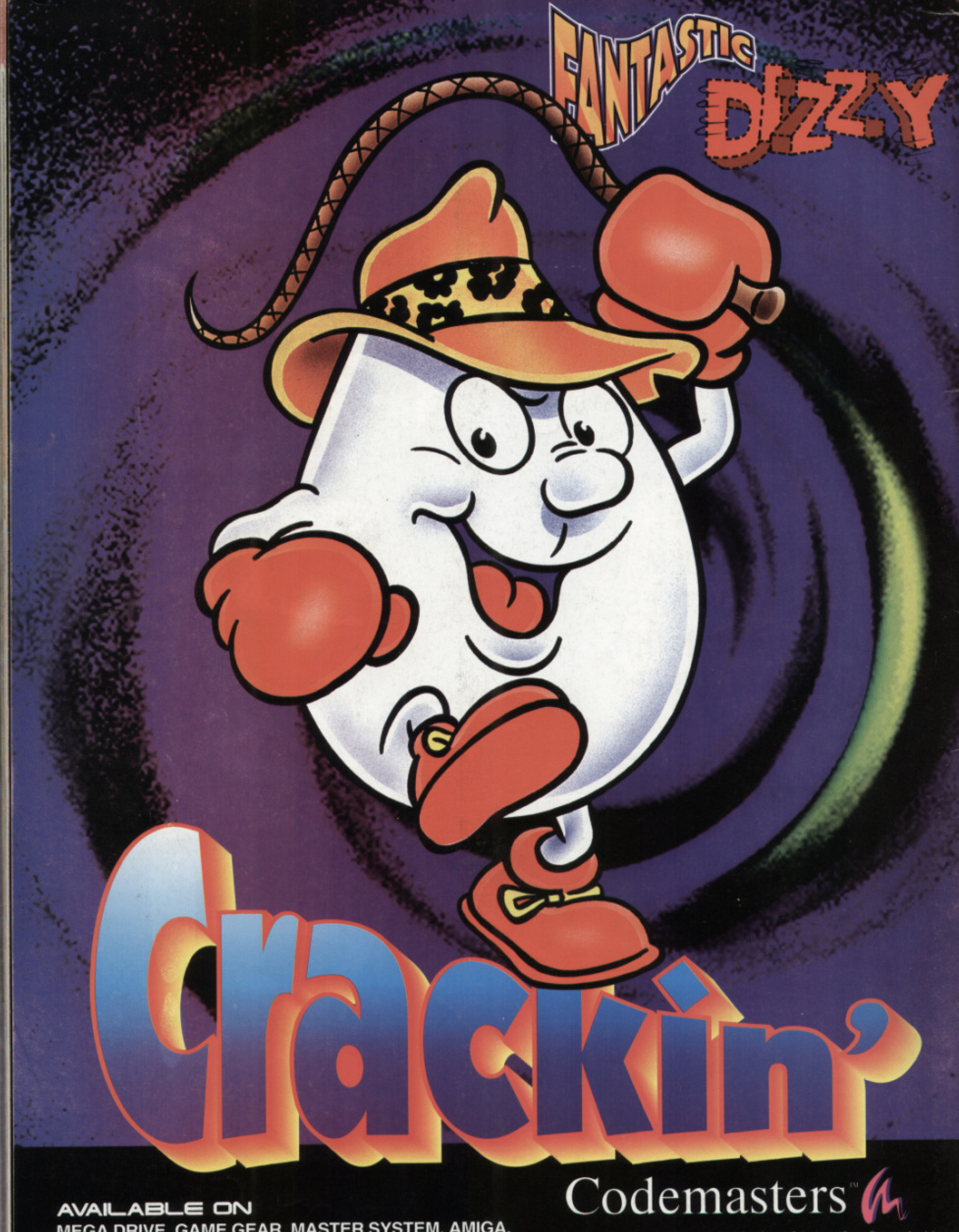
8. STAPLE IT TO YOUR FOREHEAD TO AVOID LOSING IT. IF YOU'RE REALLY LUCKY YOU WON'T DIE.

9. DRESS IT IN BABY CLOTHES AND TAKE IT EVERYWHERE. WHEN ANYBODY ASKS WHAT IT IS, SAY IT'S YOUR SPECIAL MAGIC FRIEND 'MAGAZINE MAX'.

10. READ IT BECAUSE IT REALLY IS RATHER GOOD!...NAH, THAT'S A PRETTY STUPID IDEA. (AK AK GUFFAW!)

SO ANOTHER GREAT CHAPTER IN MEAN MACHINES HISTORY COMES TO A CLOSE. THE LAST FLAME OF THE ISSUE DRAWS TOWARDS ITS ASHEN COFFIN. BUT FEAR NOT BRETHREN. WE ARE THE PHOENIX! AND WE SHALL RISE UP WITH WINGS AS ANGELS! RANT AND BABBLE, BABBLE AND RANT!

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